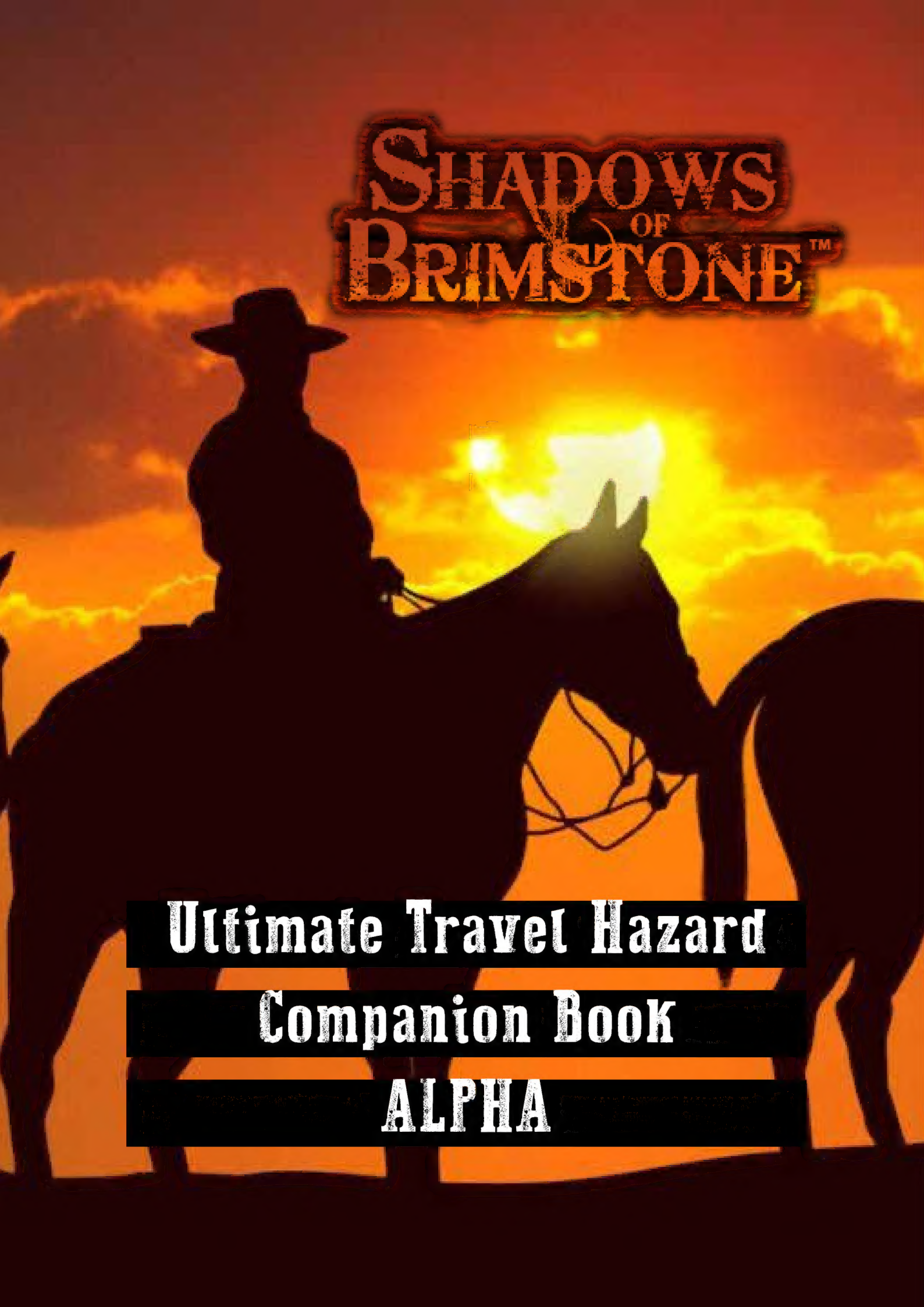

Shadows of Brimstone™
Ultimate Travel Hazard
Companion Book
ALPHA

"Hello stranger and welcome! It's no mistake that I found you. You have been chosen to become my faithful companion while traveling the outskirts of Brimstone. You have been chosen! You are the one adventurer looking for the extra excitement, looking for the extra edge... Looking for trouble. Within my pages you will find everything necessary to travel from Town to Town, without getting lost. Or at least, I will do my best to guide you. Ultimately, it will be up to you to decide your steps as you travel through Brimstone! Up to you, your Will and your Luck!"

Important!

Shadows of Brimstone™ is the intellectual property of Flying Frog Productions®. The Ultimate Travel Hazards Companion Book is a non-commercial, fan-made expansion.

The Ultimate Travel Hazards Companion Book is a project that attempt to provide more depth to the brilliant game of Shadows of Brimstone. This book does not change any of the rules established by Flying Frog Productions. It provides more Travel Hazards for the players that want to have more diversity while travelling from the Mines to Town. It also includes a set of Option Rules that players can decide to use or not. It consolidates Travel Hazards from many different sources, including the Frontier Town expansion, and writers that actively participated in this project.

A big special thanks to all those that participated in this project in the forums, providing hazards, stories, ideas, comments, and brainstorming. It has been nothing but fun and I hope we will work together in future projects. Also, I would like to thank Graeme Henson for allowing to use Travel Hazards from "Hexcrawl". Many were adapted to fit a standard SoB campaign. Thank you Philbarfly for allowing us to use some of the Hazards you wrote for "Wandering Threats". Finally, thank you Walter Gagajewski for allowing us to use some Hazards from the "Updated Travel Hazard Chart".

Nuno de Sá

New Travel Hazards

This book contains 512 Travel Hazards to be used by players that want to add more content to their Shadows of Brimstone gameplay. It should be used together with the "Frontier Town" Adventure Book and replaces the Expanded Travel Hazard Chart located on page 19

Special Rules

3x8 Dice Rule

To use this book, a player will need to roll three distinguished eight-sided dices or roll one at a time. For example, if the player rolls a 2, a 5 and a 8, it will give the combination of 258. This number is the reference id of the Travel Hazard the player rolled.

Frontier Town Expansion Hazards

Sometimes, players will roll Hazards that are written in the Frontier Town expansion. At such times, players will need to read the specific Hazard in the Frontier Town Adventure Book. Due to Copyrights, we are not allowed to copy contents of Flying Frog official books.

Poison

A few Travel Hazards may lead to poisoned Heroes. Although Shadows of Brimstone provide rules for how to handle poison during the Dungeon Crawler, it does not provide rules for how to manage poison during Travel. A Hero is considered to be poisoned if he haves any number of Poison Tokens.

How to calculate how to remove a Poison token:

- Remove a Poison token every time a new Travel Hazard is rolled.
- Remove a Poison token every day in Town.

Every time a Hero remove a Poison token and if at least one poison token is remaining, calculate the poison damage for all remaining poison tokens, using the core Shadows of Brimstone rules (Roll D6 for each poison token. On the roll of 1 or 2, take 1 wound, ignoring Defense).
If the Heroes start a Mission while at least one Hero is still poisoned, he immediately starts using the Poison core rules to manage the remaining Poison tokens.

Advanced Travel Hazards

Some Travel Hazards are marked with an 'Advanced' tag. Those are considered special Hazards that can only happen once per Game Universe. The understanding of Game Universe is up to the judgement of players. Usually a Game Universe starts when the Posse first meet and perform their first Mission together and lasts until they save the World. Those are Hazards that tell a story that can only happen once.

Optional Rules

Leveling Adjustments

As Hero players level up, some Hazards become less attractive as their punishments and rewards do not match the new expectations. This rule aims to adjust so that players continue to experience Travel Hazards the same way, regardless of their Hero level. Adjust according to the below:
Health Damage = Damage + 1 per each 2 levels
Sanity Damage = Damage + 1 per each 2 levels
XP Rewarded = XP Rewarded + 10XP per level
XP Removed = XP Removed - 10XP per level
Money Reward = Money Reward + $20 per level
Money Lost = Money Lost - $20 per level

No Grits

For a more hardcore experience, the players can decide to never use Grits during travel until they reach Town. No one can escape their destiny.

Allies of the Old West Expansion Rule

For this rule players will need the Allies of the Old West Expansion. Any damage that affects all Heroes in the Posse, also affects Allies that are traveling with them. Any skill test that prevents all Heroes to take any sort of Sanity or Health Damage must also be performed by the Allies as if they are heroes. Example, if all Heroes are required to perform an Agility +5 test to avoid being hit by a ranged attack, the allies also perform this roll to avoid it. Because they are more sensitive characters and cannot use Grits, Allies will recover all Health and Sanity damage when they reach Town/Mine
Dogs and Pack Mules are immune to skill tests because they have no skills (for a more hardcore experience, you can remove this immunity to Dogs and Pack Mules and automatically make them fail all rolls)

Travel to next Adventure

Heroes must travel to Mines in the same way they travel to Towns. This rule is simple: At the end of each Town stay, regardless of Town Type, every Hero rolls once on the Travel Hazzard Chart, before they reach their destination.

Mounts and Travel

Shadows of Brimstone considers that when Heroes are traveling, they are doing so by riding a Mount. We encourage players to take this rule to the next level. Some Hazards may lead to put a Hero's Mount in Danger or even, to a Mount's death. The penalties associated with each possibility are described in the corresponding Travel Hazard. Any time a Hero loses is Mount, the first thing he does when he gets to Town, is to buy a Mount. There is no need to spend day time in a specific Town location, unless the Hero decides to buy a special Mount as per Frontier Town Locations Mounts for sale. The price for a Generic Mount is 50$, unless stated otherwise in the Travel Hazards.

If a Hero does not have a Mount and does not have money to buy a Mount, he will get the following penalty when he leaves Town:

Travel from Town to Mines:
- Add 1 Travel Hazard
- Take D3 Health Damage

Travel back from Mines to Town:
- Add 1 Travel Hazard
- Take D6 Health Damage

You can decide to ignore this optional rule. If you do so, feel free to also ignore Travel Hazards that cause threats on Mounts.

Stagecoach Rule:

If the posse has a Stagecoach, any mount related Hazards also apply. If a mount dies, it is considered that one of the horses of the Stagecoach is the target. The remaining horses are able to exert themselves and are able to get the Posse safely to Town. However, in order to continue using the Stagecoach, the posse is required to purchase another horse in Town following the same rule described above.

The Devils Number

You can decide to increase the difficulty of the Travel Hazard 666# the Devils Number. By default, the Hero who rolls this Hazard must then roll once on Injury and Madness charts. Instead, Players may decide to use the optional rule:

666#, the Devil's Number Travel Hazard. Cause the Hero who rolled this number to die.

Reference to other Adventure Books

Travel Hazards may contain references to many Shadows of Brimstone expansions. If players roll a Travel Hazard that requires ownership of a specific Enemy or another World not owned, they may ignore that Travel Hazard, as if, nothing eventful happened.

Linking Hazards with Missions

One of the goals of this project, is to provide a script that players can follow to improve the Shadows of Brimstone experience. As an example: The Escape Basic Mission #5 from any of the main Shadows of Brimstone games (City of the Ancients and Swamps of Death) requires that the Posse is at a Mine when something goes terrible wrong. This book provides a Travel Hazard that takes the Posse to a Mine and if unlucky, the Posse is lead to initiate the Escape Mission.

Some players may not find this new mechanism attractive. Ultimately, it will be up to the players to decide if they want to proceed to the Mission or ignore the Travel Hazard as if nothing eventful happened and continue traveling to Town.

Number of Travel Hazards Adjustment

If the players decide to take the Posse into a Mission triggered by a Travel Hazard, remember, it is considered that a Posse is at the same distance away from the next Town when a Mission begins as at the time the Mission is finished. This means that at the end of the Mission, players will have the same remaining amount of Travel Hazards as the ones they had when the Mission was triggered.

Example: The Posse haves 3 remaining Travel Hazards when they roll one Hazard that lead them to start a new Mission. The players decide to play the Mission. At this time, there are 2 remaining Travel Hazards to reach Town. When they finish the Mission, it is not necessary to add new Travel Hazards depending on type of Town. They will continue to travel to the same Town as before the Mission and only roll the remaining 2 Travel Hazards.

Finishing Missions Triggered by Hazards

All rules regarding finishing Missions from the core books apply. However, when Heroes finish Missions triggered by Travel Hazards, they receive an extra 100XP. This is a reward to compensate Players for delaying the Town visit.

House Rules

We encourage players to apply their own House Rules when using this book. Example: some Hazard may not suit some Players gameplay. Identify those Hazards and for future reference, whenever you roll them, replace with another event such as: "Nothing Eventful Happened". We provide stories and outcomes but ultimately, it's up to the Players to adjust based on their preferences.

Have Fun!

The ultimate purpose of any game is to allow players to have fun. Enjoy the contents of this book as a player and have fun exploring it. Sometimes players will pay a big price for using this book while other times they will be rewarded, but, never forget to have fun, even if a favorite Hero is doomed to eternity muhahahahahahah

D3x8 Travel Hazards

To roll a D3x8, roll three dice of different colors, where one of them is the 100's digit, another is the 10's digit and the last the 1's digit. Example, if you rolled 7, 3 and 7, the result on the chart would be 737.

111 - Hero Lost

Writer: Darrell Jones

The heroes have traveled out of the valley into the plains. There is a palpable tension in the air - it feels electric. The hero that rolled the Travel Hazard walks forward slowly, then suddenly disappears.
The remaining heroes search the entire area, but to no avail. Their Posse member has disappeared without a trace. They call out and hear a response from their Posse member, though, it sounds as if he is underwater. They reckon that the "lost" Hero is in an alternate parallel dimension, almost identical to theirs, as if he found an open doorway and walked through.

The "lost" hero has stumbled into a gateway into another dimension. He is completely devoid of time and space. His senses are numb, yet he feels whole. This dimension looks and feels exactly like the 'normal' dimension, yet something is amiss. Things feel lighter here, it's as if gravity isn't as strong.

He experiences everything the normal heroes do. Any extra Travel Hazards also apply to the "lost" Hero, though, separately in this new dimension. Test conditions are +1 (if testing Strength 5+, it is now 6+, etc. to a maximum of 6+)

Next Town Type is a Standard Frontier Type. The "lost" Hero can visit any location but finds that his version of the town is abandoned. There is a dread growing in this dimension and the "lost" hero feels it. The posse cannot stay in town for more than two days.

He will remain in the alternate dimension until next mission has started. After the first encounter token has been revealed and resolved (monsters placed, etc.), the "lost" Hero tests Cunning 5+.

If he fails the test, he will skip this encounter and wait until the next encounter token is revealed to repeat the Cunning test. Repeat until successful. If the "lost" hero fails more than two times, take 1D3 Sanity hits each successive failed roll. The fifth attempt is an automatic success.

If he succeeds, gain 50XP. A Portal door opens as the Hero appears in a random location of this map tile.

To place the Portal, first identify the center of the map tile. Use your common sense.

Then, use the Dynamite bouncing rules D3 times, targeting the center of the tile to identify where the Portal is going to Open.

Next, locate the Flying Frog Gunslinger token or any other token that can cover 2x2 Grid Spaces and place it (Top left of token is placed on identified target.)

If this results in the portal overlapping any part of the map that does not include a marked space, then move the token from the landing spot to the nearest space that allows four full squares covered. If it still covers a non-movement area, then place it where it covers the most movement squares while maintaining placement with the initial square.
Place the "lost" Hero on one of the squares covered by the portal

Any monster figures placed in the Portal squares are instantly removed from the board as they are pulled into another dimension. The "lost" hero gains XP equal to the XP for the monster that vanished. Any existing heroes in this space are moved to adjacent spots. The "lost" hero is -1 Initiative for the first round of this fight until they catch their bearings.

Heroes are aware of the danger the Portal represent and will avoid it. If a Hero is forced to move into the Portal, they will be placed on an adjacent space instead.

Monsters will also avoid it but they will try to cross it if there is no other available path and if they have no ranged options.
Any monster that moves across the portal toward a hero to attack is pulled into another dimension. Remove that figure from the board. The "lost" hero gains XP equal to the XP for the monster that vanished.

Once the battle is complete, or the encounter is resolved, the portal closes and the space underneath is treated as normal. The "lost" Hero is now back where they belong.

112 - Bone Yard

Writer: Graeme Henson (Hexcrawl)

Bones litter the area, bleached white bones of all descriptions. Some are human, but most are from species you couldn't even begin to imagine.

Chose one Hero
Lore 6+

If successful, you have identified a rare and valuable set of intact skeletal remains that fetch top dollar in certain archaeological circles. The Posse gains D3x$100 at the next Town when a passing Archaeologist buys the bones off of you.

When Entering Town, search for a Archaeologist. Roll a D6, on a result of 5 or higher, you find it.

113 - The Blackness of the Stars Above

Writer: Graeme Henson (Hexcrawl)

You suddenly have a vision of a great field of stars. A patch of the stars appears to be moving in a great chaotic dance when suddenly one of them shoots out of the pack towards you and blinds you.

Until the end of the next Adventure, a Random Hero is blinded by some bizarre astronomical vision. That Hero is -2 to all Range To Hit rolls and will Hit another Hero in Line of Sight for each 1 or less rolled on Range To Hit rolls.

114 - Desert Caravan

Writer: Graeme Henson (Hexcrawl)

A caravan of riders on camel-back wearing exotic robes are traveling across this barren landscape, casting fearful glances at the heavily armed and dangerous looking Posse. These strange travelers don't seem to speak any language you've ever heard of.

Chose one Hero
Lore 6+ or Cunning 6+

You manage to start up a basic dialogue with these travelers using hand gestures. They are traders from a distant land that have somehow ended up here in this desert.

They offer to sell you some strange trinkets in exchange for some gold and information about this area. Draw 3 Mine Artifact cards, you may Purchase each Artifact for double the Sell value listed on the card.
If unsuccessful, neither group can understand each other and the caravan rides on without incident.

115 - Burial Warnings

Writer: Graeme Henson (Hexcrawl)

The markings are obvious enough - heat shrunken heads on stakes. Before you lies sacred Indian lands, and the way around is without water.

If the Posse moves again this day, each non-Tribal Hero in the Posse becomes Cursed and is -1 Max Grit until they can have an Exorcism of Madness Ritual performed at a Church. The Exorcism is performed as usual but removes this Curse instead of removing any Madness.

116 - The Wanted Poster

Writer: Nuno de Sá

A Poster sits near a river entrance. It reads "$100 for anyone who can bring "Jack the Crazy Beard", dead or alive

Until you find Jack, every time you find a group of bandits, roll a D6:

D6	Result:
1-3:	Proceed as normal
4-6:	You have found the infamous Jack the Crazy Beard. Randomly pick one of the Bandits. He gains 2 Elite Abilities on top of any other fight requirements. If you kill him, add a corpse token into your inventory. It weighs 1. You can deliver that corpse into the sheriff office in any town you visit and win $100. If you have a law man and he delivers the body, win $150 instead.

You can only get Jack if he is dead. He will never surrender

117 - Indian Discussion

Writer: Nuno de Sá / Rob Keettaer

A couple of Indians in a circle, mounted on their horses, are having a debate in a language that does not even have a faint resemblance to English, or French, or German, for that matter. One of the Indians seems more agitated than the others and aggressively holds a pair of Axes in his hands.

If there is at least one Indian Scout in the Posse, all Indian Scout Heroes draw 1 Loot card. It turns out all the Indians are members of the same tribe and the Indian Heroes receive a gift to proceed on their travels. Nothing special happens.

Otherwise Choose:

Proceed travel: Roll a D6. On the roll of 1-2, the Indians stop the debate and realize you are near. All Heroes escape, but arrows fly towards them. Each hero rolls a D8 for their hits.

Try to calm the situation: One Hero tries to communicate and performs a Lore 5+ Test and then a Cunning 5+ test. If both tests are successful, he gains 20 XP, and nothing happens. If at least one test failed, arrows start flying to the escaping Heroes, and each Hero rolls 2D6 for their hits.

118 - Burrowing Feeder

Writer: Graeme Henson (Hexcrawl)

Ahead of you, something is traveling through the sand at an incredible speed. You only have moments to act before it reaches the Posse's position!

Each Hero rolls their Agility and adds up the dice rolled. The Hero with the lowest resulting number takes D6 Hits and rolls another D6. On a roll of 1, they have lost one of their companions or special mount, if any. If more than one Hero is tied for lowest, they each make these rolls separately.

121 - The Sun Dance

Writer: Graeme Henson (Hexcrawl)

Long before you see them, you hear the steady throb of the drums. On a low rock outcropping, an Apache shaman and a dozen acolytes are swaying in trance as they dance around a post. Talon's are skewered into their chests, as they lean backwards, held above the ground by their tearing skin and taunt leather cords.

The Shaman is performing a ritual to drive back the Darkness, and it affects all who have been touched by it, including the Heroes! Any Heroes carrying Dark Stone may either drop the Dark Stone they are carrying (it shatters and is lost) or they must roll for Corruption for each Dark Stone, item with a Dark Stone symbol, or Dark Stone Upgrade that they carry.

Dark Stone Shaman are immune to this event and can attempt to interrupt it. Roll a D6. On the roll of 4+ the Dark Stone Shaman is able to protect the posse, ignoring the ritual's effect.

122 - Foreboding Desert

Writer: Graeme Henson (Hexcrawl)

The Posse rides down yet another decline, and up another rim. This is all they have been doing for hours, or has it been days? The sands themselves seem to be shifting all around you, as if something is rearranging the landscape around you to confound your efforts.

Stop all movement for the day. Each Hero must roll one additional Travel Hazard before they reach town.

123 - The Riddle

Writer: Nuno de Sá

You are not dreaming. A corpse figure with a proper cowboy hat guard the entrance to the canyons. The undead is not aggressive and frankly, it's strange that he is actually very friendly.
"Riddle me this. Ahahaha. What do you call a fossil that never does any work? Ahahahaha" (pause to allow any hero to reply) "A Lazy Bone! Hahahahaha. My name is Bones and I am at your service. Riddle me this and you may pass"

Bones will perform series of riddles to which the heroes must answer with success. Each riddle is more difficult than the last. If at the end, the heroes were able to answer all riddles correctly they may continue the travel and Bones allow them to pass. Fail to answer the riddles and the heroes go back where they came from, add an additional Travel Hazard.

To check if each hero is able to decipher the riddles, each hero performs a number of tests: Lore 3+, Lore 4+, Lore 5+ and Lore 6+. If at least one hero made all checks with success, all heroes are able to pass and gain 30XP.

Regardless of the result, all heroes also mysteriously loose D3 Dark Stones. No wonder Bones was so happy. You have been robbed.

124 - The Sand Snake

Writer: Graeme Henson (Hexcrawl)

A large pale snake with spines running all down its back slithers through the sand. Suddenly it rears up, a cloud of dust forms around it as it twists and flails creating a whirlwind. The whirling Sand Snake moves towards the Posse...

Every Hero gains 15 XP and takes D6 Hits with no Defense as they try to fend off the vicious Sand Snake.

125 - Dust Blowing

Writer: Graeme Henson (Hexcrawl)

A few dust devils blow around here and there, but otherwise, it's pretty boring out here in the middle of the desert.

Nothing eventful happens

126 - The Good, the Bad and the Fang

Writer: Nuno de Sá

You see three individuals in a circle position with their hands next to their belts. It's a three man duel! Each carefully examine their opponents and wait for the best time to draw their guns. Some cowboys stand aside, amused by the action and anxiously waiting for the outcome. There is no doubt, there is tension in the air. A small man approaches you:

"WAIT! WAIT! HOLD YOUR GUNS!!" He shouts. "Hello, hello, hello. How do you do, fine gentleman? Are you interested in betting the outcome of this duel? Rules are simple. Just hand me the money and if you win, you get to double or triple your bet. You can bet what you want but the maximum allowed amount is $50. The guy with the black coat is Gastler and I don't accept more bets on him. You can bet on the guy with the red coat or the Black Fang Tribe native. Up to you. If the Black Fang wins, you get 3 times the bet, If the Red coat wins, you get double. Anyone can bet. How is it going to be?"

Each Hero can either just watch the result of this duel or bet. Will you bet on the Red Coat or will you bet on the Black Fang?

After you decide your next move, the Duel Starts:
Roll 2d8 and sum. This represents how fast the black coat draws his gun.
Roll 2d6 and sum. This represents how fast the red coat draws his gun.
Roll 2d6-1 and sum. This represents how fast the Black Fang draws his gun.
Roll a D6, If 1-3 the Black Coat attacks the Red Coat. If 4-6 the Black Coat attacks the Black Fang.
Roll a D6, If 1-3 the Red Coat attacks the Black Coat. If 4-6 the Red Coat attacks the Black Fang.
Roll a D6, Id 1-3 the Black Fang attacks the Black Coat. If 4-6 the Black Fang attacks the Red Coat.

Check who was attacking who and who was the fastest.

The fastest of the three (duelist 1) always resolves his shot first. He immediately kills the one he is attacking. (Duelist 2)
At this point there are two duelist. Duelist 1 and duelist 3.
If the duelist 3 was aiming at duelist 1, duelist 1 rolls a D6. If 1-3 he dies and Duelist 3 wins. If 4-6 he still manages to kill duelist 3 before he gets shot.
If the duelist 3 was aiming at duelist 2, he is also dead. Duelist 1 is faster.

127 - The Cruel Gang - Part 1 (Advanced)

Writer: Nuno de Sá

There is no doubt. You hear a women screaming in agony near some bushes ahead. You can also hear some men laughing. "Get that bitch, don't let her escape. Let's take care of her for good"

Choose:

Ignore and proceed - Nothing happens. Take D3 corruption points for allowing something bad to happen, although you do not know what.

Confrontation - You cannot allow any harm to happen to a woman or any other living being. You immediately rush to the voices and find 10 men surrounding a half-naked woman covered with blood. You cannot imagine the horrors she has suffered but it's time to make them pay.

Roll 10D6 x 3. This number represents the attack of the 10 men harassing the poor woman.
Roll [Number of heroes in the posse]D6 x level of the posse. This represents the Posse strength. (Best to roll this Hazard when the Posse level is higher.)

If you win: You are the hero of the day. You have saved a lady that really needed help. You will take her with you until the next town, where she will need medical attention. Each Hero will also get $100 and 50XP.

If you lose: It's bad, really bad. The Cruel Gang tortures the women in front of the Posse while making them watch. She dies in the process. This horrific experience causes D6 Horror Hits without Willpower save. The Cruel Gang leaves and allows the Posse to live another day.

128 - Sandy Crates

Writer: Graeme Henson (Hexcrawl)

Scattered about in the middle of this desert area are some crates, with no tracks or any other indication of how they got there. It seems downright weird that they'd be out here.

Choose:

Start opening the crates:
All Heroes perform a Strength 6+ check
For each 6+ rolled, gain 10 XP and draw a Loot card.

Ignore them and move on:
Each Hero takes 3 Horror Hits doing 2 Sanity Damage each as the desert around you seems to take on a sinister characteristic and the sun beats down especially hard on you, causing hallucinations.

131 - Corrupted Water

Writer: Nuno de Sá

Somehow the posse's water is corrupted. All heroes are feeling really sick and their mounts are not feeling any better. Is it magic or the river back there was tainted?

Each Hero takes D3 Hits and D3 Corruption Hits.

132 - A Tear in Reality

Writer: Graeme Henson (Hexcrawl)

There is a crack in the fabric of reality here that threatens any who would look upon it!

All Heroes perform a Spirit 5+ Check

If successful, gain 15 XP and you may recover 1 Grit. If failed, you lose D6 Sanity ignoring Willpower.

133 - Indian Tracker

Writer: Graeme Henson (Hexcrawl)

The lines of experience mimic the cracks in the arid earth, as you stare into the Indians face. He has the drop on the Posse as he stares down the iron of his rifle.

All Heroes perform a Cunning 6+ Check

If at least one Hero is successful, the Indian Tracker tells you what lies for you further on. You may ignore the next Travel Hazard. Otherwise each Hero takes D6 Hits as the Indian chases you away.

134 - The Hydra

Writer: Nuno de Sá

A large roar invades the air. The floor trembles and all heroes are suddenly forced away from their mounts.

You have been ambushed by a Dark Stone Hydra.

If you don't have this enemy, ignore this encounter, the Dark Stone Hydra is not interested in a fight and goes away.

Otherwise, draw a random mine tile. The Dark Stone Hydra opens a hole in the ground and that's where you will face her. Complete combat normally.

135 - Direction

Writer: Nuno de Sá

Traveling in the mountains you come to a dark place. You sense dark magic all around. You can't go back, the passage is suddenly blocked. You can only turn left or right. Which way you choose?

Each hero decides:

Turn Right - roll D6

D6	Result:
1-3:	Take 2 sanity damage. Go back to beginning. You feel disoriented.
4-5:	Go back to beginning.
6:	Ufhh you made it through.

Turn Left - roll D6

D6	Result:
1:	Ufhh you made it.
2-3:	Go back to beginning.
4-6:	Take 2 sanity damage. Go back to beginning. You feel disoriented.

136 - Dead Man's Hand Written Note

Writer: Graeme Henson (Hexcrawl)

The circling vultures that have been mocking the Posse for days seem to have found something more interesting in the distance. Kicking aside the damnable vermin, a man half stripped of his flesh is sprawled. A letter is clutched in his bony fist. Cracking the fingers, the posse reads the dead-man's letter and immediately regret it as his tale of madness and depravity unnerves even the strongest among you.

Each Hero immediately takes Horror Hits, with each doing 2 Sanity Damage. Each Hero that takes 4 or more Sanity Damage as a result rolls once on the Madness Chart.

137 - The Cruel Gang - Part 2 (Advanced)

Writer: Nuno de Sá

Special Notes:

If this is the first time all Heroes in this posse find the Cruel Gang; go to Travel Hazard #127 "The Cruel Gang - Part 1". If any Hero of this Posse successfully defeated the Cruel Gang during Travel Campaign #127 ignore this Hazard.

Otherwise...

It's dark and a full moon lights the sky. Most of the party gets ready to sleep while others already snore to the cold wind. Suddenly a noise, something or someone approaches fast. There is no mistake, whoever they are, they are getting closer and they are mounted.

Before you can react, you are found. A group of men notice your presence and stops. You cannot see their faces but something is familiar.

"Hello lads, can we join you for the night? The night is cold and you have that nice fire already warming up your boots. What do you say? Can we all warm up together?"

Every Hero performs a Lore Check and sum the dice. The Hero with the highest result gains 20 XP and remembers who the strangers are. They are the Cruel Gang!

The Hero that identifies the Gang Immediately inform the others who the gang is.

Bullets start flying!

Every hero chooses: Agility test or Strength test. Sum all dices from all Heroes. This is the party total combat result.
The Cruel Gang total combat result is [Number of Heroes in the Posse] x 3D6

If the Cruel Gang wins. This is it, this time there is no mercy. All heroes in the party get knocked out and roll on the injury chart as a result.

If the posse wins. You have done it, you got your revenge. The Cruel Gang is no more. Every Hero draws 2 Gear cards and choose 1 to keep. Also, every Hero draws a Mine Artifact card.

You can now slash their bodies to pieces and let them rot or do anything you want with the remaining of their bodies.

138 - The Grizzled Prospector

Writer: Nuno de Sá

An old grizzled prospector leading his mule passes through the Posse and stops, while greeting.

"Hello friends: Me looking for daaaaark purple shinny things. Me not have money but me haves big bummmmm, uhm? Shinny for Buummhm?"

Each hero can trade two Dark Stones for one Dynamite or four Dark Stones for two Dynamites.

141 - Something Shiny

Writer: Graeme Henson (Hexcrawl)

You make your way over the top of a particularly large dune and see below you an almost perfectly formed, smooth cone-shaped hole in the sand, almost 100 feet across. At the bottom of this hole, something shiny catches your eye.

A Random Hero may repeatedly roll 5D6 to see if they're able to retrieve something from the bottom. Once started, he may not stop until all dice are either 1's or 6's.

Whenever a 1 or 6 is rolled, set that die aside. If you get three 1's, then take Hits from a giant sand lion that erupts from the bottom of the pit. If you get three 6's, then you may draw a Mine Artifact card.

142 - The Last Saloon

Writer: Graeme Henson (Hexcrawl)

A small leaning building no bigger than an outhouse with an inferiority complex stands out in the desert like a palm tree on the moon. The building is a saloon that promises the best quality whiskey in these parts.

You may purchase items or entertainment services from here as if you were at a Saloon Town Location (do not roll for Location Events). However, this Saloon is too small and does not have any Saloon Girl / Piano Player special activities

143 - The Indian Vision

Writer: Nuno de Sá

You find an Indian wandering alone. He immediately greets the posse and wishes no harm. He asks if he can join you for some miles. You immediately agree since he does not seem to be of any threat. During the travel he tells stories of lost tribes and old families. After smoking from a weird pipe, he warns you of the dangers ahead.

Until the end of the next Misson, the posse may replace any single threat card (except Epic)

144 - Vampire Bats

Writer: Cliff Odell

A large swarm of sizable vampire bats is famished and out on the hunt!

Each hero may roll either Agility or Cunning of 5+ to avoid the worst of the bat attack. If the hero fails, roll D6 for the consequences:

D6	Result:
1:	The hero gets bitten several times, even worse, one bat carries vampirism! The feeding frenzy causes the Hero to take D3 Wounds with no Defense saves, and D3 Corruption Hits. If the players are using the 'Feral Vampire Mission Pack, roll another D6 after the above Hits/Corruption are applied. If the result is 1 or 2 the hero has contacted a Vampire Bite as well!
2-3:	The horse suffers the worst of the attack and is agitated and slower as a result. Either roll two more Travel Hazards or spend a Grit to patch up the horse's nasty wounds while avoiding its angry hooves and teeth.
4-5:	The hero wards off most of the hungry suckers, but a few get through. The Hero takes D3 Hits.
6:	The hero does an excellent job at dodging the swarm, but one persistent bat does not give up! The hero takes 1 Hit.

145 - Abandoned Eggs

Writer: Perry Grosshans

The posse comes across a broken-down wagon at the side of the road. The front wheels have been destroyed, and it is clear that something attacked it. There are no signs of the drivers or the horses that pulled it. Remarkably, there are a number of wooden crates still inside the wagon. Removing the lids reveals that each is filled with straw and a number of strange looking eggs, their shells possessing a purple sheen the posse has seen before. Some have shattered, but there are more than enough to salvage if the posse wish to take them to sell in the next town.

Any posse member may take up to three eggs. For each egg roll 1D6: on a 4+ the character receives 1 Corruption. When the posse reach the town, immediately roll 1D6:

D6	Result::
1-3	The eggs hatch! The posse must now fight as many Hellbats as the number of eggs they took. If they win, they receive the XP but no loot. If the posse loses the fight, the Hellbats infiltrate and infest the town. Each day that the posse stays they must automatically fight 2D6 Hellbats before resolving any town encounters.
4-5	The eggs were too fragile for the journey. For each egg roll D6: on a 4+ the egg breaks. Any remaining eggs can be sold in town at the Frontier Outpost for D6 x $10 each.
6	The eggs hold up and are rich with Darkstone. They can be sold in town at the Frontier Outpost for D6 x $50 each.

146 - Cavalry on the Hunt

Writer: Nuno de Sá

A company of US Cavalrymen are searching for Outlaws. They request that each Hero in the Posse identify themselves, show papers and what business they have in the region.

Any Outlaw Hero needs to perform a Cunning 6+ Test to trick the Cavalrymen, pretending he is just a traveler passing by:

If failed, the Cavalrymen suspects they recognize the Outlaw. Roll a D3.

D3	Result:
1-2:	The Outlaw is identified. The Posse tries to get away from the Cavalrymen. Each Hero rolls D6 Hits as a result from the gun shots with the Cavalrymen. The identified Outlaw gains a Wanted Poster (or Most Wanted if already Wanted) that will continue to the next Town.
3:	The Outlaw is able to convince the Cavalrymen that he is indeed just a traveler and the posse is able to proceed.

147 - Harried by Hellbats

"Frontier Town Adventure Book" - Hazard 33

Located on page 20

148 - The Ancestral Stone

Writer: Nuno de Sá

A huge rock sits in the middle of a river. You can see butterflies dancing around, birds singing melodies that kiss the sparkling water and all the horrors of this world seem far away. You feel at peace.

You feel that the worst has passed and your spirit feels reinvigorated. Randomly heal a Madness.

151 - Hell Train

Writer: Nuno de Sá

Fire, you look at the horizon and cannot miss it. Birds fly in your direction, escaping from the inferno behind.
A train, burning, moving faster than any other train you have seen before. He passes through the Posse so fast you don't know what just happened. Inside, you see a man surrounded in flames, laughing so loud that the sound of his laugh is mixed with the train engine. Now, there is only fire... everywhere. No time to think, you need to escape!

All Heroes take D6 burning markers as they escape. Each burning marker wound does 1 damage. For each burning marker, each hero then rolls a D6. For each 4-6, you remove a burning marker. The remaining ones wound you for 1 damage. Perform this cycle until all burning markers are removed.

152 - The Black Bear

Writer: Nuno de Sá

The Posse stumbles across a family of bears. It all happens so fast. The cubs look at you - eyes wide. The horses smell the bears and revolt, running for their lives. The mother bear rears up on two legs, roars, and gives chase.

All Heroes perform an Agility +5 Test

All Heroes that fail must roll a D6 for each Item (starting gear is not affected). For each 1, the item is lost in the struggle to run away from the bear.

If the Posse have a Dark Stone Shaman or Scout, they can attempt to calm the bear. Roll a D6. On the roll of 4, 5 or 6 the bear is calmed down and withdraws to protect the cubs.

153 - Children of the Forest

Writer: Nuno de Sá

As you pass through this forest area, you can hear the sounds of small, laughing children. Some are singing what seems to be a nursery rhyme in a language that you've never heard before. While it starts off low, it gradually begins to overpower your senses.

All Heroes perform a Spirit +6 Test

If failed, the Heroes become deeply affected by the sounds of the children and take 1 Sanity Damage, ignoring Willpower. For the rest of the travel, they take 1 Sanity Damage for each Travel Hazard until the Posse reaches Town.

Jargono Natives are immune to this Hazard and are able to recognize the songs as rituals from an old Jargono Tribe. They may attempt to heal each Hero affected by the songs by performing a Spirit 4+ ritual check.

If the Jargono Native roll 1 in any of the attempts, he takes a Corruption Hit. For each party member successfully healed, the Jargono native gets 25XP.

Affected Heroes take first day in Town to rest and cannot perform any other actions. They can still book a room at the Hotel.

154 - Where Giants Tread

Writer: Graeme Henson (Hexcrawl)

You walk through the forest, marveling at the age and size of some of the trees in this part of the forest, when underfoot you hear faint cries of horror from men, women, and children. You look below upon the devastated ruins of a miniature town. As you raise your boot, you see to your horror stains of red and tiny humanoids clinging for dear life onto the soles of your boot, some falling many inches to their death. Some brave souls mount a counterattack against your monstrous incursion into their small town, but to no avail, your destruction of their once peaceful way of life is utter and complete.

To right this most terrible wrong, you may stop movement for the day and spend the next days in this area helping to rebuild this tiny Town that you so mercilessly trampled over. If you spend the time, lose D6 x $25 helping to rebuild, but recover 1 Grit. If you decide not to help, take D3 points of Corruption (no Willpower save).

Any Hero can choose to stay or leave as normal (travel solo or with Posse rules apply). Heroes will meet again in Town.

155 - Dire Wolves

Writer: Graeme Henson (Hexcrawl)

A blinding flash and the ancient forest is transformed for a moment into a land of black and white lines. High on a hillock howl a pack of dire wolves, each rivaling a horse in size. They appear to be hungry.

Each Hero makes three rounds of Attacks (Melee or Ranged). If a Hero does not cause at least 5 Damage between all of his Attacks (Wolves have Defense 0), his Mount is killed.

Travel to Town will take one extra Random Travel Hazard per Hero without Mount. At town, each Heroes without Mount spends $100 to buy a standard mount (or pay more for a special Mount available at Town as per Frontier Town expansion).

156 - Fallen Wagon

Writer: Nuno de Sá

What is left of a wagon stands near. Some corpses, broken from flesh to bone, are scattered around, tainting the sight.

Any Hero can choose to investigate the scenario, searching for any remaining valuables. Each hero perform a Scavenge check. Heroes get a Loot cards for each 6, as usual from the Scavenge checks.

Any Hero that rolls a 1, finds something, but not exactly what he was looking for. Something comes out of the mouth of one of the corpses and tries to invade that Hero's mouth. That hero rolls Agility 5+ to dodge.

If he fails, the creature enters that Hero's mouth and invades his body. That hero is now at -1 health permanently.

157 - The Ancient Flame-Leaf

Writer: Graeme Henson (Hexcrawl)

A burning tree stands apart from the other trees, the flame never wavering or dying. As you approach the tree, a voice older and angrier than anything you've ever heard before booms out from all around you. The ancient tree accuses you of trespassing and demands a sacrifice from you.

Each Hero must sacrifice 1 Dark Stone or an item with a Dark Stone icon. Any Hero that fails to make an offering to the Flame-Leaf gains a Curse 'Fire-blood'.

Whenever a Hero with 'Fire-blood' takes a Hit from any source, they also take 1 Sanity damage with no Willpower save and are -1 Initiative.

This Curse can be removed at a Church Town Location using the Exorcism of Madness ritual. The Exorcism is performed as usual but removes this Curse instead of removing any Madness from the Hero.

158 - The Rabbit and the Fox

Writer: Nuno de Sá

A rabbit quickly crosses the posse's path. Someone grabs a gun to shoot him. It's time for lunch... but wait... the rabbit is not alone! Suddenly a fox shows up. She is on the hunt for lunch.

Choose:

The Hunt:

Shoot the rabbit: Choose one Hero, that Hero performs a ranged attack. The Range Attack is +1 due to the rabbit's reflexes. Example, if Range 3+, the attack is now Range 4+. The rabbit has 1 Health.

Shoot the fox: Choose one Hero to perform a Ranged Attack. Cannot be the same Hero that tried to shoot the rabbit. The fox has 5 Health and 2 Defense. If you failed to kill the fox but were able to kill the rabbit, she is able to get the rabbit and escape. Nothing else happens.

If the Posse is able to kill both animals, they provide a proper meal. Every Hero heals D6 Health and D3 Sanity.

Heroes make bets. Can the fox catch the rabbit?

Each Hero makes a bet (up to each Hero to decide). Either the fox hunts the rabbit or the rabbit escapes. The Heroes that loose the bet, give the money to the heroes that won. (Players decide best way to split)
Roll a D6. If the result is 1-3, the rabbit escapes. If the result is 4-6, the fox catches the rabbit.

161 - Red Dawn

Writer: Nuno de Sá

There are some moments of peace while the Posse admires the big red sun retreating from the sky. Birds sing happily and for a moment all Darkness feels like a bad dream. Tranquility is all that remains..

Each Hero immediately rolls a D3. The result can be used to remove any number of Corruption and/or Sanity Damage they may have.

162 - Trading Post

Writer: Graeme Henson (Hexcrawl)

Beneath a thick canopy of trees in the middle of the forest, you find a ramshackle log cabin run by a pair of brothers. One is crippled from the waist down, the other is blind. Despite their handicaps, they have a wide range of useful things for sale.

You may buy Purchase Items from here as if you were at a Frontier Outpost Town Location (do not roll for Location Events).

163 - Stone Trees

Writer: Graeme Henson (Hexcrawl)

This part of the forest is filled with petrified trees, though some craftsman appears to have gone through and carved hideously deformed faces on each and every one of these trees. The workmanship is amazing as it appears as though those horrible stone faces are following you no matter where you walk. You might never live to know how that was accomplished.

Nothing eventful happens.

164 - Hanging Dolls

Writer: Graeme Henson (Hexcrawl)

Hanging children is beneath contempt, but words escape you when it comes to hanging babies. Upon closer inspection though, it appears to be a tree covered in children's' dolls hanging from every branch.

Bones of some small animals and even some bigger ones litter the base of the tree. There doesn't seem to be a wind in the air, but those hanging dolls are moving as if there was...

The Hero with the most Dark Stone and/or items with Dark Stone symbols is attacked! That Hero must roll against D6 Escape tests (Escape 3+).

For each Escape test that they fail, that Hero takes 1 Sanity Damage with no Willpower save.

165 - Void Webs of Doom

Writer: Graeme Henson (Hexcrawl)

Before you can react, you all find yourselves caught in a series of spiderwebs. The more you struggle, the more it seems to attract the Void Spiders that have made their home here!

All Heroes must perform a Agility 4+ Test

Any Heroes that successfully pass this test may go back to help another Hero that failed their Agility test (that Hero may reroll their test, each Hero may only be helped once), but the Hero that is going back must immediately roll another Agility 4+ test. Those that fail this test must roll once on the Injury Chart.

166 - Blighted Desert

"Frontier Town Adventure Book" - Hazard 22

Located on page 19

167 - Battle Field

Writer: Nuno de Sá

You find a battlefield. Indians and Cowboys dead bodies fill the bloody fields painted in red. You can guess that a group of Sioux attacked a group of traveling Cowboys without mercy. You wonder if you are safe here but still you search for any signs of living people.

All Heroes perform a Scavenge check. (draw Scavenge cards as usual)

If at least 1 Scavenge per Hero is successful (count the number of dices with 6 versus the number of heroes) you have found a man still alive.

If you have a Preacher, a Field Medic or a Dark Stone Shaman, they are able to heal the old man. If not, any other hero can spend a bandage for healing.

The hero who heals the old man gets 50XP.
If you decide to heal, you learn that this is a Deputy of a near Town. Each Hero collects 50$ in the next Town they enter, if at least one Hero spends one day in the Sheriff's Office during their staying, if available.

If you did not find anyone, you quickly leave the battlefield before the Sioux return for more blood.

168 - Scafford Friend (Advanced)

Writer: Nuno de Sá

While travelling on rocky hills, the Posse starts to hear a complaining crying voice. You look but you can't seem to see anyone. You look harder... some of the rocks seem to move. Thin eyes appear from a junction of the rock, as if the rock is alive.
"Ohhh kind sirs, could it be that the gods hear my plea? can you help this poor man. I was flesh and now I am stone. I was human and now I am a monster. What have I done? How could I have tried to join them... "
The man starts crying and at the same time he raises his hands in your direction as if asking for someone to hold his hands, asking for comfort.

Every Hero performs a Lore+5 Test

If any of the heroes succeed, you have recognized this man as one of the members of the Scafford gang.
If you did not recognize him, you leave him alone as you don't want to mess with the unnatural and you feel this is a trap.

If you recognized him, Choose:

Kill him: Get some satisfaction. All Heroes get 1 Dark Stone. This Hazard is over.
Leave him be: Nothing is better than a Scafford member in pain. All non-Holly Heroes heal D6 Sanity. All Holly Heroes still take D6 Sanity as this decision is against the teachings of the Holy Father. This Hazard is over.
Ask what is wrong and help him: The man is fused with rock. There is no doubt, this is a Dard Stone Brute. He is fused in such a way that he cannot leave this place. He truly became one with the rock. You try to release him from the Rock.

All Heroes perform a Strength +6 test.

You can only succeed if you have at least three 6's.
If you did not succeed, you leave the man to his sorrow, you tried your best to help him but you feel bad for not being able to. All heroes take D3 Sanity Damage and 1 corruption point with no Willpower. This Hazard is over.
If you succeed, the man is really thankful. He is sorry for any sins he made in the past and asks to join your party.
If you accept, you have won one Ally Henchman. His name is "Rocky". Treat him as a Dark Stone Brute that works for the posse (the player who got more 6's in the strength roll should control it but you can decide any other factor). He does not level up.

The Dark Stone Brute haves exactly the same abilities as a Standard Dark Stone brute with one random Elite Ability. Treat him as another hero for the purposes of game difficulty. If the posse already haves 6 Heroes, all enemies have an extra elite ability.
He does not drop Dark Stones and he does not get KO. He gets killed when he gets to 0 Health points. He haves 1 in all Attributes except Strength, where he haves 4. He haves 8 Sanity.

If fight against any Scafford gang while "Rocky" is alive, all members of the gang will first try to kill Rocky.

171 - The Flu

Writer: Nuno de Sá and Brian Jurney

One by one, each member of the posse begins to grow more and more ill. Despite being able to stand up to Goliaths, the fact remains that no one is immune to the flu.

All Heroes perform a Strength +5 Test

If you fail, you have the Flu: Take D3 Hits without Defense.

If you didn't roll at least one 6, you are also at -1 Strength and -1 Agility until the end of your next Adventure.

172 - The Hunt

Writer: Nuno de Sá

The food is gone and your belly sounds the alarm. The nearest Town is nowhere to be seen. You need to hunt in order to survive.

Every Hero performs a Scavenge test to look for animals nearby. (The Indian scout rolls 5 dices instead of the usual 3)

For each 6 roll a D6 to determine what animal is found.

D6	Result:
1-2:	You found a bird
3-4:	You found a rabbit
5:	You found a deer
6:	You found a buffalo

Each Hero that found an animal now performs a Cunning 5+ test and a Agility 5+ test for each animal he found as a hunting action (the Indian scout and native of Jargono use 4+ for both tests. Any Hero that does not have a Ranged Weapon cannot perform this test)

- If any of the Heroes were able to hunt at least one buffalo, all heroes gain +1 Strength until the end of the next Mission.
- If any of the Heroes were able to hunt at least one deer, all heroes gain +1 Agility until the end of the next Mission.
- If any of the Heroes were able to hunt at least one bird, all heroes gain +1 Lore until the end of the next Mission.
- If any of the Heroes were able to hunt at least one rabbit, all heroes gain +1 Spirit until the end of the next Mission.

You may gain each of those bonuses once regardless of the number of animals caught.

173 - Bleached Bones

"Frontier Town Adventure Book" - Hazard 12

Located on page 19

174 - Abandoned Camp

Writer: Darrell Jones

The Posse comes across an abandoned campsite. The kindlings are still burning and some gear is laying around, however there is not sign of people.

The Posse can choose whether or not to investigate.

If they do:

A random hero test Luck 5+

If you pass the Luck test. Roll a D6:

D6	Result::
1-2	Find nothing
2-5	Draw 1 Gear Card
6	Find $250 Gold

175 - The Cemetery

Writer: Darrell Jones

The Posse comes across an old cemetery. As far as you can tell, you are still miles from the nearest town and this cemetery doesn't belong here, making this location an unlikely place for eternal rest.

Upon closer inspection, you notice freshly dug graves each with grave markers with each member of your Posse's name etched crudely in the wood.

Each Hero takes D8 horror hits as the graves scares them to their very soul!.

176 - Indian Trading Post

Writer: Nuno de Sá

The Posse comes across a small Indian village. They seem peaceful enough to allow you to enter and trade. Inside you find a large tent that resembles a commercial outpost.

You have found an Indian Trading Post. You may purchase any items sold here as if you were at the Indian Trading Post in town (from Frontier Town Expansion). Do not roll for events at this location.

177 - The Witch of Brimstone

Writer: Nuno de Sá

The day pitches black and your surroundings vanish as if painted in darkness. A woman figure slowly appears in front of you, skinny as if only bones compose her body, sat on a chair made of skulls and snakes.

This is no nightmare. You know you are not sleeping.

"I have been waiting for you my children, come closer. Hide not in the dark. Join me and all you wish is all you own. All you need to do is bow to my feet and swear to serve me forever"

The Heroes are entranced and all they ever wished for are shown before them.

Every Hero performs a Spirit 5+ test

If you succeed, you have resisted the witch's magic. If you roll this result again, all Heroes that previously succeeded the test are immune to her effects and travel by with no effect.

If you fail, you are locked in the dream created by the witch. There you remain until you are able to resist.

Repeat until you are free from the trance, roll a D6.

D6	Result:
1-3:	Take D3 Sanity Hits.
4-5:	You are free from the dream.
6:	You are free from the dream and gain an extra Sanity boost. Heal D3 Sanity

178 - A Mount in Trouble

Writer: Nuno de Sá

While traveling to town, one of the mounts receives an injury to its leg. It doesn't look good but you will be able to heal it with a bit of patience.

Choose a random Hero (that Hero's Mount must be alive).

Spend 1 Bandage to heal the Mount. If the Hero does not have it, one of the other Heroes in the posse can borrow to aid him in this activity.

If no Bandage is used, the Posse will need additional time to heal the Mount before they can proceed. The affected Hero rolls two additional Travel Hazards before the Posse reaches Town.

181 - Time Warp

Writer: Philbarfly

A strange vibration passes through you

All Heroes perform a Spirit 5+ Test

For every 1 that was rolled, take 1 Corruption Hit. Each Hero that passed is reset to full Health and Sanity. Each Hero that fails takes 2 Sanity Damage for each Mutation they currently have, ignoring Willpower.

182 - Will o' The Wisps

Writer: Philbarfly

You are surrounded by dancing and fluttering balls of ghostly light seemingly drawn to your Dark Stone.

Every Hero must roll a D6 for each Dark Stone Icon on any item (Gear, Upgrade or Artifact) they carry. On the roll of 1, this item is destroyed (discarded) by the wisps.

183 - Fishing

Writer: Nuno de Sá

Three old men stand near a river. They are fishing and after a pleasant introduction, they invite you to join them.

Heroes may refuse the invitation. If they accept the invitation, the old fisherman's provide each Hero a fishing pole and all required materials to enable them to fish.

All Heroes perform a Cunning 5+ test

If successful roll a D6 to find what was caught:

D6	Result::
1:	Old Boot
2:	Dead fish
3:	Old Hat
4:	Some bones
5:	A small Golden Trout. It won't make much of a meal. Receive 20 XP for your effort.
6:	Giant Catfish. This fish will be too big to travel with. You give the fish to the fishermen. They thank you and give you something in return. Draw a World Card and an Artifact Card from that World and gain 30 XP.

184 - Dark Dreams

"Frontier Town Adventure Book" - Hazard 13

Located on page 19

185 - Yellow Specter

Writer: Philbarfly

With a shimmering yellow glow, an ethereal form taunts you with your impeding death!

All Heroes perform a Cunning 5+ test

Take 1 Sanity Hit for each roll of 6. If all Heroes have passed, your Posse gains a Revive Token that can be used in your next adventure.

If failed by any Hero, you are all burned by the shade's hatred! Each Hero takes D6 Hits.

186 - Inheritance

Writer: Nuno de Sá

HEY YOU". As you look behind, a man walking side by side with his horse hurries to catch you. "There you are! I have been after you for some weeks now. Why is it that the folks today are always jumping around Towns? It's that damned Dark Stone I say. Well, no matter, here you are. This is yours I believe". He removes a letter from his Side Bag.

The Hero that rolled this hazard receives a letter:

"Dear Mister [Hero that rolled this Travel Hazard], we are sorry to inform that a relative has passed away. Please come quickly to the next Town and visit the Sheriff's Office. There you will receive a small fortune left by your late relative."

The Hero that rolled this Hazard takes D3 Sanity damage as sadness occupies your thoughts of the passing of your relative. Next time you visit a Sheriff's Office in town, gain 2D6x$100 to see how much inheritance your relative has left for you in their will. Of course, the sheriff will take a small percentage for the sake of the community. Pay D6x$10 for the sheriff's arbitration.

187 - Family

Writer: Nuno de Sá

A green vast vale fills the horizon. You recognize this place. Long lost memories embrace your mind like flashbacks. You don't know for sure when and with whom, but you know that this place is familiar.

Chose a random Hero. (Cannot be from otherworld or wondering samurai)

This hero slowly remembers that some time of his childhood was spent on this vale. He cannot remember exactly when he visited this location, but he remembers that it was with his parents. An old shack stands in the middle of the vale, surrounded by some trees and blessed by a small but beautiful river. Everything else seems abandoned. As you walk inside the old shack, you realize its insides are not as pretty as the outside. Here there is only dust, spider webs and... bodies. Two skeleton bodies suggest that whoever is lying dead, is dead for a long time. The hero recognizes something that immediately reminds him who was living here. Another evidence suggests that those are the dead bodies of: Roll a D6.

D6	Result::
1:	Your real mother and father. They sold you out when you were young. An old trauma that was locked inside your mind. Now you remember! Roll once on the Madness Chart
2:	The Hero's little brothers. They were sold to the habitants of this house. An old trauma that was locked inside your mind. Now you remember! Take D6 Sanity Damage
3:	Grandparents. How could you have forgotten? Your mother never spoke about them. Why? Take D3 Sanity Damage
4:	Uncle and Aunt. That's right, family. you sure miss those times of youth.
5:	Stepfather. He abused your mother when you were young. Your mother picked you up and you both left in the middle of the night. Now he lies here. just dust and bones. You heal D3 Sanity Damage
6:	No, this is not it. You don't recognize this place after all. Happiness invades your thoughts, For a moment you thought this was family. Heal D6 Sanity Damage

188 - The River of Crawbury

Writer: Nuno de Sá

You knew this was coming. The path you have designed was mainly focusing to cross this river. You rush as you come close. Its healing abilities are renowned

Each player heals one random Injury from the Injury Chart.

211 - Shooting Star

"Frontier Town Adventure Book" - Hazard 14

Located on page 19

212 - Trap Hunters

Writer: Nuno de Sá

The Posse falls into a trap laid by a group of hunters to catch some Foxes

All Heroes perform a Luck 5+ test

If failed, the Hero have fallen into a trap. Take D6 Wounds, if you roll 1 on this dice, roll once on the Injury Chart.

The Hunters are very sorry and insist that you stay with them for the night. They promise to provide Food and Shelter as payment for the trouble.

If you choose to stay with the Hunters, each Hero rolls a D6.

D6	Result::
1:	The Hunters Food tastes funny. Take D6 Wounds.
2:	You sleep the night, however, you slept too much since you were very comfortable. Roll one more time on the Hazard Travel Chart before reach Town.
3-4:	You sleep the night, eat the Hunter's food and appreciate their kindness
5:	To pay for your trouble, the Hunters give you a token of their gratitude. Immediately draw a "Gear card"
6:	To pay for your trouble, the Hunters give you a token of their gratitude. Immediately draw a "Jungle of Jargono Artifact card"

213 - Out of the Way!

Writer: Graeme Henson (Hexcrawl)

Some Outlaws have just robbed a Frontier Outpost bank and are carrying money in assorted bills and coins as they make their way back to their hideout.

If you choose to rob the Outlaws, begin an Overland battle against a group of Outlaws with 1 Elite ability. If you successfully defeat the Outlaws, gain x$100 from the Outlaws' ill gotten gains. Otherwise, the Outlaws continue on their way and make off with the loot.

If you chose to rob the Outlaws, draw two random Map Tiles for this fight.

No extra loot cards in case of victory

214 - Once Upon a Peaceful Field

Writer: Nuno de Sá

In a natural valley below, the Posse finds what at first sight seemed to be a peaceful large green field. On each side of this field, two armies of man make final preparations for war. Somehow the big war reached the valleys of Brimstone. North and South get ready to paint red what now is green and beautiful.

Each Hero Chooses:

Stay far and watch the battle from a distance. The war is never pretty and nothing good comes from participating. Nothing Happens.

Participate and help either side. Each hero can make the choice to participate to support the North or the South individually.

One of the sides fires a cannon. The battle begins. Both sides rush to the center while firing guns and cannons. Soon, where there was peace, now there is only blood, sadness and horror.

The South rolls a D6 and the North rolls a D8. The biggest result wins. If you participate in a winning North side, you win 1 loot card. if you participate in a winning South side, you win 2 loot cards.

Heroes that lose the battle take 2D6 hits

215 - No Sign of Life

Writer: Graeme Henson (Hexcrawl)

A little ways off the path, an abandoned campsite can be seen. The tents are in tatters, flapping in the wind, the packs and crates ransacked. No sign of the occupants, dead or alive...

Each Hero may make a Scavenge roll to determine if anything is found. If any of the Heroes roll a 1 or if no Heroes succeed on the Scavenge roll, then none of the Heroes find anything of value.

Draw Scavenge Loot as normal if you roll 6's

216 - Monkeying Around

Writer: Graeme Henson (Hexcrawl)

You think you may have read about them in school books when you were a child, but overhead you catch sight of some monkeys, swinging from branch to branch. For a time you're struck by how adorable they look, until you realize that the entire Posse is surrounded by them. Their eyes glow red and one monkey, twice the size of the others, stands up on it's hind legs and bares his teeth at you.

If the Posse decides to stand their ground, each Hero takes D8 Hits from the swarms of monkeys attacking them. If the Posse decides to flee, each Hero makes an Agility 5+ test. If failed, that Hero loses a Random Gear Item in the confusion of their escape.

217 - The Cult of Belial

Writer: Nuno de Sá

While following a path that crosses a small forest you notice a few hooded figures with long robes, walking in line while chanting strange songs and carrying a huge structure that supports a fire cross of the size of one man.

"XU-LAH-NIANDOROooo DOHARI LA"

The enchanting echoes the forest and your minds

Every Hero performs a Spirit 6+ test

Those that fail no longer control their will and immediately jump out of their mounts to slowly follow the hooded figures, joining them and chanting the same strange songs.

The Heroes that passed the spirit test confront the hooded figures and perform a Cunning 5+ test.

If at least one Hero is successful you are able to stop the ritual as you kick the fire cross into the ground. The hooded figures then drop the structure and vanish in thin air. a ghostly voice speaks "STRANGERS... YOU DARE TO INTERRUPT THE RITUAL OF THE SHADOW KING OF FLAMES. WE WILL MEET AGAIN"

If no Hero succeeds to interrupt the ritual, the hooded figures proceed. Any attempt to attack them is useless as something is blocking your will. They will finish the ritual and each Hero no longer in control of their will take D6 Sanity Damage. After the ritual, the hooded figures leave the area.

218 - Mirrage or Oasis

Writer: Darrell Jones

Just as the posse reaches the top of the ridge, they all see what appears to be an oasis in the middle of the desert.

Choose one Hero to make a test Lore 5+

Pass: All heroes are healed to maximum health. Those that are already at maximum health, receive +1 health permanently
Fail: Each hero take D3 wounds without defence as they walk toward the mirage and stumble off a shallow cliff.

221 - Knowledge

Writer: Nuno de Sá

An outcasted erudite is out in the wilderness and greet you. He begs the posse to be careful about something he saw some miles back.

You may decide to ignore the next Travel Hazard Roll. If you do, Roll another. Only available during this Travel to Town.

222 - Enraged Terror

Writer: Nuno de Sá

You stumble upon what seems to be the home of a Large Bear. As you carefully try to go back and avoid this place you realize it's too late. It's not really a bear. One enraged beast emerges from the dark and quickly attacks.

One enraged Night Terror covered with blood is out of control and attacks the Posse. It's very dark and the Posse members can hardly see. All Heroes run for their lives.
Each Hero takes D6 Wounds. If a Hero Rolls 6 on this dice, he immediately Rolls once on the Injury Chart.

223 - Grasping Hands

Writer: Graeme Henson (Hexcrawl)

You cautiously poke around as your gaze at full attention on the entrance of a small hole filled with bones and blood. As you walk along, suddenly your foot gets stuck. You quickly look down to see a skeletal hand wrapped firmly around your ankle!

All Heroes perform an Agility 5+ or Strength 6+ Test

If successful, gain 20 XP. Each Hero that fails this roll takes D6 Horror Hits as they try to fight to get their feet free of these skeletal hands.

224 - Devil's Fork

"Frontier Town Adventure Book" - Hazard 15

Located on page 19

225 - Ghostly Prospects
Writer: Graeme Henson (Hexcrawl)

You've just about searched the area and are headed out when you turn back around and where there was just nothing a second ago you now spy a group of spectral figures all staring out at you. They look to have once been miners, their spirits now stare coldly out at the living through empty sockets, Their sense of hatred towards the not-dead is palpable and you feel their cold icy gaze stabbing you in your brain.

Each Hero must immediately spend 1 Grit or take D8 Horror Hits.

226 - Terrifying Warning
Writer: Graeme Henson (Hexcrawl)

A crude, handwritten sign has been nailed to one of the beams along the entrance to a Cavern. In a dark, brownish script it reads, "here men die." The rough letters look to have been written by an animal, but what animal knows their letters?

The next time you start a Mission, add a Growing Dread card to the stack immediately.

227 - Tainted Meat
Writer: Darrell Jones

Whatever the posse just ate isn't sitting to well...

Each hero that haves a minimum of 1 grit, staves off the illness and sleep it off. If a hero has no grit, you realize the meat was corrupted and feel it mutating inside your stomach. Receive D3 corruption points.

228 - Otherworld Rock Formation
Writer: Darrell Jones

The Posse comes across a strange rock formation stacked precariously along their path. The rocks are too large to have been transported here, let alone stacked in the manner they are. As you study them, you realize that these stacked rocks are creating angles that cannot possible exist. Further study shows a "window" - a gap in the rocks that glows an eerie blue

A random Hero can examine the "window" and reach inside or the group can choose to ignore it.

Ignore: Just as you turn to leave, there is a hint of movement around the rock formation. You turn around and look: The entire structure is gone, with no evidence it was ever there.

Investigate: Random Hero tests Lore 5+. Fail and Hazard is over. Pass and draw a World Card - then draw an Artifact from that World. Then roll a D6. 1-4 the artifact disintegrates as you pull it through the window. On a result of 5 or 6, you successfully pull the Artifact through. All heroes gain 50xp.

231 - Whistling Melody
Writer: Graeme Henson (Hexcrawl)

You hear somebody whistling a queer melody, yet it somehow seems to fill your hearts full of courage..

Each Hero recovers 1 Grit.

232 - The Mountain Pass
Writer: Graeme Henson (Hexcrawl)

A lonely mountain pass is guarded by a horde of Enemies, denying all passage.

Unless the Posse fights a High level threat, you must stop all movement for the day as you search for another way around this group. If you avoid the fight, each Hero rolls D6. If the result is 4 or higher, that Hero rolls one more time on the Travel Hazard Chart.

Fight: The High Level Threat lure the Posse into a Cave nearby. Draw a Cave mine entrance Tile and another random second Mine Tile (re-draw if you draw corridors). Close all doors of the second Tile. Heroes start at the entrance Tile as any other adventure. Place the Threat enemies at the second Tile. Treat as a standard Attack encounter.

233 - Rock Slide
Writer: Graeme Henson (Hexcrawl)

A few pebbles bounce by at first, without anyone paying attention, but when the mountain's face begins to slide, all bets are off.

All Heroes perform a Luck and Agility Check and then sum all dices. The two heroes with less result take a D6 number of hits. If the posse only haves two heroes, the effect only applies to one hero

234 - Hot Feet!
Writer: Graeme Henson (Hexcrawl)

The ground about you begins to rumble as you realize that you appear to be on a dormant volcano that has once again become active and is about to start spewing lava!

All Heroes perform an Agility 5+ check

Any Hero that fails has lost any Boots they were wearing, unless the Boots provided some kind of resistance or immunity to Fire effects.

235 - Void Storm
"Frontier Town Adventure Book" - Hazard 26

Located on page 19

236 - Fossil Record

Writer: Graeme Henson (Hexcrawl)

A recent landslide has exposed a fossil. The fossil does not appear to be like any creature you've ever seen before, living or dead. Surely a learned fellow would be interested in having a look at this thing.

Each Hero that can, may take one Fossil item. Each Fossil item weights 1 . Each Fossil may be sold at a Doc's Office for D6x$50.

237 - Traitor

Writer: Nuno de Sá

You wake up and you feel cold and unease. The wind blows against the dancing trees.

Something is wrong. You are completely alone and see no signs of the other Heroes. They left you? Quickly you look around while shouting: "HELLO? ANYONE THERE??" You won't shout again. Last thing you want is to wake any dark forces that may linger around. "At least they left me the mount" you think. You look for their tracks and you find them. Time to hunt them down.

Choose a random Hero. If the result is a Hero with the "Law" Keyword, choose again. This Hero is lost and looking for the Posse.

Eventually you find the Posse but wait... they are still sleeping? You are confused! You shout but no one listens. Then a shock! You see yourself sleeping in the same place as before next to the other members of the Posse.

You shout again, scream with all your will. Still, no one can hear you. "Am I dead?"

You see yourself waking up. He smiles first and then looks at you. He points his finger at you. "Traitor" he says. "You are a traitor". All other Heroes wake up and start attacking the other you. There is nothing you can do. They rip him to pieces while calling him traitor.

Suddenly you wake up and to your surprise everyone is still sleeping. That's right, it was just a bad dream. Now you remember. You sold out the Posse to someone that have put a price on each Hero's head last time you were in Town. You won 200$ (add the money now). It seems your conscience is starting to affect you. You hope the rest of the Posse will never find what happen. Take D3 corruption hits as the blame feeling is starting to kick in.

Next adventure in the mines, the posse is ambushed in the second tile (threat card at posse's level). Any other threats resulting from encounters or other sources are activated at same time.

238 - Haunted!

Writer: Nuno de Sá

You felt it! Soon after you killed that last mutated freak some years ago. He did tell you his ghost would come to haunt you right before he died. "If you think you saw the last of me you are wrong!" He said: "I will come from hell and turn your live into a living nightmare!!" Those where his famous last words, right before you killed him. But now... now they became real.

The Hero that rolled this Hazard in now haunted by the ghost of a man he once killed. At the start of each Mission, move the Hero Posse Marker one position down and the Darkness Marker one position up (Depth Track)

This effect can be removed in a Church in Tow for 50$ as an Exorcism. Use the remove Madness table in same location to find the results of the removal process.

241 - Down the Hole

Writer: Nuno de Sá

As you search the area, the ground beneath you gives way! You all fall down into a Hole beneath the ground

All heroes perform Agility 5+ Test

Any Heroes that fail take D6 Wounds with no Defense

242 - Stampede

"Frontier Town Adventure Book" - Hazard 41

Located on page 20

243 - Viper's Nest

Writer: Graeme Henson (Hexcrawl)

One of the Posse members needs a private moment with nature. An unfortunate back-step and they are reaching for their drawers as they slide down a flue. None of this is as surprising as the rattle-snake nest they've fallen on.

A Random Hero performs a Agility +5 Check:

If successful, gain 20 XP and you are unharmed. If failed, you have become Poisoned! Gain D6 Poison markers.

244 - Good Eatin'

Writer: Graeme Henson (Hexcrawl)

A tribe of crazed mountain Native Indians have taken up cannibalism and are hunting the Posse! They're planning on-getting fat off the meat of your carcasses tonight.

A Random Hero performs a Agility +5 Check:

Each Hero in the Posse takes D8 Wounds. This damage can be completely avoided if any one Hero gives up their Horse to be killed to throw the mountain Indian Natives off of the Posse's trail.

If a Hero gives up his Horse, he will roll a D6. On the roll of 1,2 or 3, he will rool one more time on the Travel Hazard Chart. He will also spend 50$ when he arrives in Town to buy another Horse or any other special Mount

245 - Nest of Giant Eagles

Writer: Nuno de Sá

Looking up you can see a huge nest. Close to it, a giant Eagle stares at you and feels threaten by your presence.

The Eagle attacks the Posse while defending her territory!

All Heroes roll for Agility and sum their dices. The hero with less Agility takes D3 Wounds without save. If more than one Hero is tied with the lowest result, those that are tied, reroll until one haves the lowest value.

246 - Wrecked Train

"Frontier Town Adventure Book" - Hazard 46

Located on page 21

247 - Temple of Balance

Writer: Nuno de Sá

The more you move to the north, the brighter it gets. The clouds slowly give birth to a hidden sun. The air gets warmer and nice thoughts fill your mind. It feels cozy. A mile later, the Posse finds a shining hidden building that welcomes travelers inside.

Inside, you find an old man sitting in front of a sacred temple. With his back facing you, he speaks:

"Welcome strangers, welcome to the temple of balance. Please sit with me. There is much to learn and much to do. "
You sit near the old man and ask what this place is:
He answers. "Here you find both peace and darkness. You wonder if you are dreaming but this is no dream, only the prospect of reality. This is the Temple of Balance, the balance of light and darkness, the balance between the body and soul"

Every time you stay in the Temple of Balance you can choose only one of the following options:

Heal D6 Health. Take the same result as Sanity damage (no Willpower)
Heal D6 Sanity. Take the same result as Health damage (no Defense)
Heal a random Injury. Roll once on the Madness Chart
Heal a random Madness. Roll once on the Injury Chart

248 - Scafford Strikes Back

Writer: Nuno de Sá

You wake up... but you cannot see. You are blindfolded. You wonder where you are and specially, you wonder what horrors await.

Some unknown voices laugh and make jokes. You understand that all members of the Posse are in the same situation. You are all prisoners.

After some time, the blindfold comes off. The Scafford Gang! You think that you are dead for sure but before the gang have a chance to hang you or to shoot you dead, the Cavalry shows up. This is your lucky day!

After your release, you understand that you were robbed. Each hero loses x50 Money and D6 Dark Stones

Next time you face the Scafford Gang, all heroes that participated in this experience get +1 Damage to all their attack rolls against all Scafford gang members (Except Scafford himself)

251 - The Ghost with the Golden Bullets

Writer: Phitbarfty

The ghost with the golden bullets is coming for you.

Every Hero takes 3 Horror Hits

Also, every hero must roll a D6 for each amount of $200 in their possession.

On the roll of 1 or 2, that Gold is stolen by the greedy Ghost

252 - The Hat

Writer: Nuno de Sá

A beautiful Hat lies on top of a very polished rock. It's impossible to miss it. All Heroes in the Posse stair at this magnificent Hat as if enchanted by it and cannot stop wishing to wear it.

All Heroes perform an Agility and Strength tests

All heroes that passed the check get closer to the Hat will now start a rumble. They cannot allow any other Hero to get the Hat before them.

This test represents all Heroes running to the Hat as fast as they can while also pushing the other Heroes aside.

For any 1 and 2 rolled, they subtract 2 hit points
For any 5 rolled, they sum 1 point
For any 6 rolled, they sum 2 points
The Hero with more points wins the Hat. He also gains 50XP.
If there is a tie, those Heroes perform the Agility and Strength checks again

As soon as the Hat is proudly placed on the Head, it disintegrates, leaving only dust. You have been cheated by a strong illusion. At least, the winning Hero is able to call himself, the fastest and strongest of the posse.

253 - Illuminated Lady

Writer: Graeme Henson (Hexcrawl)

A pale, nude woman looks teasingly out from an old Mine entrance, a lantern in one hand and nothing but her other hand to cover the rest of her body. She beckons you closer to come feel her warmth.

All Male Heroes perform a Spirit 5+ Test

If you succeed, gain 25XP. Those that fail run headlong after the Woman, unmindful of the dangers and disappear into the Mines after the Woman. They appear minutes later, frenzied and half-mad, each take D6 Sanity Damage

254 - Shadows out of Time

"Frontier Town Adventure Book" - Hazard 16

Located on page 19

255 - Fire in the Hills

Writer: Graeme Henson (Hexcrawl)

The smell of smoke hangs in the air and all around you the hillsides are aflame with an unnatural glow!

Lavamen are walking the landscape destroying all they find. The unnatural flames of the Lavamen burn those tainted by corruption.

Each Hero takes 1 Wound (no Defense) for each point of Corruption they have. Any Hero that takes damage from this also gains 5 XP per wound taken

256 - Mountain Yetis

Writer: Graeme Henson (Hexcrawl)

A warning grunt turns the Posse's head towards the lip of a cliff-top. A hairy head appears. Another head follows and another.

Giant, hairy, beast-like men stare down in silence.

One points with intent at you. Then suddenly, rolling logs and boulders come crashing down the mountainside towards the Posse!

The Heroes may individually make separate Agility 5+ tests or may collectively make a group Strength 4+ test

(choose one, either everyone does Agility tests or the Posse does a Strength test as a whole) to either dodge out of the way or create a quick barrier against the falling debris.

Any Hero that is successful in the Agility test or if the Posse passes the Strength test, they each gain 20 XP and recover 1 Grit.

If any Heroes fail the individual Agility test, they take D6 Hits.

If any one Hero in the group fails the Strength 4+ test, then all Heroes in the Posse takes D3 Wounds (no Defense)

257 - Apocalyptic Nightmare

Writer: Nuno de Sá

You dream with war. Massive destruction of lives. You dream with bombs as deadly as no one has never seen before. An entire planet turns to dust. You wake up sweating and trembling. You hope to never witness such destruction. Brimstone doesn't feel that bad after all.

The next day, a Gate opens right near the Posse's temporary camp. You have a bad feeling about this. You look inside and you find a World in ruins just as the nightmare you had the night before. You investigate further... Roll a D6:

D6	Result::
1:	Something big is going on. Soldiers are buzzing around the area like bees, in preparation for a major offensive! Play Mission #6 from Trederra book "DOOMSDAY"
2:	"What's that Sound?" A sharp whistling noise echoes through the Streets. KRA-KOOOOOMMM! Followed by a thunderous set of explosions in the distance, behind you. I guess someone must have seen you come through the Gate. Play Mission #5 from Trederra book. "GUNS OF WAR"
3:	You further explore this new world and you find a city in ruins. While exploring the city in ruins, you discover that you have inadvertently stumbled right into the middle of an active battlefield! Play Mission #4 from the Trederra book. "FRONT LINES"
4-5:	This world is in ruins. You don't find anything useful nor anyone alive. You decide to go back into the Gate
6:	As you search the area around, you have found some crates carefully organized near an empty campsite. You search the area and found something you never saw before. Draw a random Artifact from Trederra World

You can only roll each Mission result once per Gameplay. Example: If you roll 2 but the Posse already played the Mission Guns of War, reroll the dice.

258 - The Witch of the Forest

Writer: Nuno de Sá

As you travel through a forest, you find an old lady. She haves no problem to tell you what she is. She is a witch and she need your help to find all the ingredients to create a potion.

All Heroes perform a test Lore 5+

If successful, each Hero Roll a D6:

D6	Result::
1-2:	You taste the potion. It's rotten. Take D6 wounds
3-4-5:	You have created a liquid that heals you D6 health and D6 Sanity when consumed
6:	You have made a liquid that will rejuvenate you next time you die. You have won a Revive Token only usable by this Hero

261 - Burial Chamber of the Dust Pharaohs

Writer: Graeme Henson (Hexcrawl)

What appeared to the Posse as a semblance of man-made structures can no longer be reasoned to be anything but. An opening along a cliff side seems to be covered in gold. Inside an enormous cavern of gold, rank-upon-rank of mansized urns vanish into the dusty distance.

If you decide to look inside the urns, gain 25 XP and roll D6:

D6	Result::
1:	Ops - While looking through the urns, one of the urns seems to have been seeping its contents for who knows how long. A random Hero accidentally touches the substance and gets an odd, tingly feeling. That Hero gains a Random Mutation regardless of how much Corruption they currently have and Corruption is not removed because of this.
2-5:	Trinkets and Bobbles - Most of what you find crumples to dust in your hands, but you come across a few small things that might fetch a good price. Each Hero gains D3x$25.
6:	Something Interesting - a Random Hero draws a Loot card!

262 - Gruesome Sculptures

Writer: Graeme Henson (Hexcrawl)

Some old blood cult lurked in the cave that can be seen above this mountain path. When they departed (or where driven out), their gruesome rack of skulls and the pylons they built from stacked human thigh bones were left untouched, grim sentinels along either side of the traverse.

Each Hero gains 25 XP and takes D6 Horror Hits. The macabre display has the Posse on edge throughout the entire trip.

263 - Cavern of the Winds

Writer: Graeme Henson (Hexcrawl)

Making your way around a particularly difficult ridge, the Posse is forced to go single file, inching along at a slow pace. The way before you opens up to reveal a small cavern where the wind blows with monstrous strength. The opening is too small to enter, so you'll have to go around, but it's going to be treacherous.

Decide on the order of Heroes in the line and, one at a time, each Hero makes an Agility 4+ test. If a Hero fails this initial test, the Heroes before or after them may attempt an Agility 4+ test to rescue them, otherwise they fall. If any 1's are rolled on this rescue roll, that Hero also falls and again, the Heroes before and after them may attempt an Agility 4+ test to rescue them. All Heroes that fall down the ridge take D6 Wounds (no Defense). Any Heroes that do not fall gain 20 XP and recovers 1 Grit.

264 - Corrupting Influences

Writer: Graeme Henson (Hexcrawl)

Lightning bolts burst against mountain peaks. One bolt strikes directly in front of the Posse, blinding you for a moment, but it leaves something behind. A crackling orb of pure white hovers in front of you, bolts of energy shooting out.

Any Heroes that are carrying Dark Stone, items with a Dark Stone icon, or items with a Dark Stone Upgrade attached take D3 Horror Hits.

If any Sanity Damage is taken, that Hero must perform a Spirit 5+ test. If failed, the Hero gains the 'Fused With Item' Mutation, but must fuse with an item with a Dark Stone Icon or that has a Dark Stone Upgrade.

265 - Hunting Lodge

Writer: Graeme Henson (Hexcrawl)

You come across a well-built cabin up in a remote part of the mountains, a hunting lodge way up here! The owner has a variety of wares for sale here.

You may buy Purchase Items from here as if you were at a General Store Town Location (do not roll for Location Events).

266 - Remnants of the Great Worm

Writer: Graeme Henson (Hexcrawl)

The Posse stumbles across a tunnel out in the middle of nowhere. As you travel down into this cave, you find something you weren't quite expecting...

Roll a D6:

D6	Result::
1-2:	Ambush! - Ambush by a High level threat in the middle of a suitably large Mine Map Tile Room with one exit connected to the Mine Entrance Map Tile.
3-5:	Junk Pile - Each Hero may attempt a Scavenge roll to see if they find anything of value.
6:	Thriving Tunnel City - You come across a hidden mining community. Treat this as a Small Town Visit. Don't roll for Town Set Up, but each Hero may visit any one Town Location they want to. After that, the Heroes are led out of the tunnel city and may never visit again..

267 - Stinking Mist

Writer: Philbarfly

An unpleasant smell spreads. All heroes look at each other: One says "Who was it?? Go take a shit if you have to"

Sooner than later, you all realize this was no fart.

All Heroes performs a Luck 5+ test

Every Hero that fails this test takes 2 Wounds for each Mutation they have, ignoring Defense.

268 - Void Blast

Writer: Philbarfly

A wave of blueish fire sweeps through.

All Heroes perform a Strength 5+ test

If failed, the hero is moved up by the blast, taking Wounds, ignoring defense

271 - Lurking Killer

Writer: Nuno de Sá

You find a woman crying and holding a dying man in her arms. She begs you to stop a killer that lurks the area, before she suffers a similar fate.

Choose:

First instinct - Heal the dying man: One Hero spends 1 Bandage. All Heroes gain 20xp. The killer escapes. This Hazard is over.

Go find the killer: The dying man, dies.

All Heroes perform a test Cunning 6+

If at least one Hero is successful, you find the killer. Roll a D6 for every 6 rolled during the Cunning test.

If you roll at least one 5 or 6: You capture the killer. All Heroes gain 50xp. Otherwise the killer escapes.

272 - Living Hills

"Frontier Town Adventure Book" - Hazard 23

Located on page 19

273 - The Northern Crystal Pylon (Advanced)

Writer: Nuno de Sá

You have found a Crystal Pylon on top of a carved stone structure. Two Night Terrors are carefully sculpted in front of the structure as if defending it.

A bronze plaque reads: "Ritual of Strength"

All Heroes perform a Cunning 5+ Test

If failed: Ignore the Pylon as nothing seems to happen. This Hazard is over.

If passed: You notice a lever right behind the Pylon.

Any Hero can try a Strength 5+ test once to try to move the lever. A ray of energy is felt by those that move the lever. Then the level returns to its original position.

All Heroes that succeed to move the lever, permanently gain 1 Strength.

Any Hero that previously found and successfully completed the tests of all Pylons (Agility, Cunning, Lore and Strength), gain +1 Health and +1 Sanity Permanently.

274 - Wanted!

Writer: Nuno de Sá

A wanted man is on the loose. The sheriff and his deputies are on his tail. They ask for help.

All Heroes perform a Cunning +5 and Agility 5+ tests

You help the Sheriff searching the Wanted man. (Outlaw Heroes cannot help in this search)

If any hero is successful, you found the wanted man. Each hero receives $100 and 50xp (Outlaw Heroes only get the money)

275 - Repetitive Cry

Writer: Phitbarfly

An unspeakable voice echoes in your mind "Tekeli-Li.. Tekeli-Li.."

Every Hero takes D6 Horror Hits

All Heroes perform a Spirit 4+ test

Heroes that fail this test must roll once on the madness chart

276 - The Cursed Farm

Writer: Nuno de Sá

A farm located near a Forest has mysteriously stopped producing vegetables as the fields went dry. You find the farmer crying, desperately, as he tells the story.
"First my son died, then my youngest daughter, now the very earth. All I have left is a muted wife and two possessed twin daughters. They spend all day playing around with a goat. Before she disappeared, my older daughter claimed that the goat was the devil. I am starting to believe her". What can I do?

If you have a Preacher in the posse, he may attempt an exorcism ritual with a Spirit 5+ test. If success, the preacher wins 50XP and a Loot Card as gratitude for healing the Twins. Also, the farmer's wife is no longer muted and is now able to speak.
Otherwise, you have come to a cursed place. The very devil walks around and taints those that pass. All Heroes perform a Spirit 6+ Test. If failed, take D6 Sanity Damage and 2 Corruption Hits

277 - A Poor Soul

Writer: Phitbarfly

A mortally wounded fellow traveler staggers across your path. Before you can do anything, he trusts something into your hands before collapsing and expiring.

Everyone may draw a Gear card except a random Hero that draws an Artifact card

278 - Spirituality

Writer: Nuno de Sá

Today you woke up different, lighter. As if all sins are gone. As if god touched you. Your old self is no more.

The Hero who rolled this hazard receives the "Holy" keyword. If he already had it, he receives 5+ spirit Armor instead.

281 - Extra Baggage

Writer: Nuno de Sá

A bag was left on top of an old rock. You wonder to whom it belongs. You don't take too much time thinking about it. You found it, now it's yours.

The Hero that rolled this Hazard roll a D6:

D6	Result:
1,2,3:	The bag is ruined and smells bad. No wonder it was left behind
4,5:	You found a bag. Perfect for extra space. You can carry two extra Side Bag Tokens
6:	You notice a hidden department with money on it. You win $100. Also, you found a bag perfect for extra storage and can now carry two extra Side Bag Tokens.

282 - Psionic (Advanced)

Writer: Nuno de Sá

A lone rider passes through you. He does not look, he does not care. He passes slowly, always looking down as if asleep. "Hey, old bugger" one of the Heroes shout, "good day to you to!"

Nothing, the man doesn't even blink or make any attempt to return the greeting. Right when you thought to just ignore the old bastard, his horse stops. The posse get the weapons ready... just in case. Wind blows through your cheeks. Suddenly a voice:

"Are you talking to me?". The lone rider speaks but his mouth does not move. "Did anyone hear that?" You ask. "No, it was just me" You think. The lone rider speaks again. "That's right, I'm speaking to you." Again, his mouth did not open. For the first time, he slowly makes a movement and looks straight at you. His eyes... his intensive cold eyes could kill you with a blink. All other Heroes do not move and do not speak. They are as if frozen in time.

"Don't mind your friends, it's better if we speak, just the two of us. Today I am feeling generous. Today I will share a gift."
For a moment, nothing else exists. Only you and the rider. You start to levitate while something starts to grow inside your mind. Then the old rider disappears. He left you a big headache and something else... something you will try to control.

The Hero that rolled this Hazard performs a Spirit 5+ test

If successful, he gains a new Free Attack power. A Psionic Mind Blast. This is a free Ranged Attack with 6 range. Use it applying the same rules as any other free attack.

As you gain new levels, you learn to control it. Initially roll D3 for damage. Add +1 for each two levels gained after you received this gift.

283 - Earthquake!!

Writer: Nuno de Sá

The ground starts trembling with furious vibrations. The trees shake as made of paper. It's an earthquake!

Next Town you visit will have D3 buildings destroyed by the earthquake.

284 - Ancestral Knowledge

Writer: Nuno de Sá

An odd assemblage of pottery, stone points and other decorations lay near a creek. Some Indian Natives continue their trivial day to day activities. They are used to strangers and don't seem alerted by your presence. What seems to be a Tribe Chief comes out of a tent with a pipe on his mouth. He greets the posse and invites you inside his tent.

You can decide to continue and ignore the Chief's invitation or accept it and enter.

If you decide to enter the tent. The Chief offers the pipe as a sign of friendship. You smoke from the pipe and your mind starts to travel. You see everything you have done since you came to Brimstone, what you could have done better. You see what would have happen if you would have made different decisions. You see all gates you have entered and worlds discovered.

Each hero receives 50XP for each World they have discovered by entering Gates. (Examples: Jargono, Trederra, etc...)

285 - El Muerto

Writer: Nuno de Sá

An old book contains stories about the old west. You found it near an abandoned farm.

All Heroes perform a Lore 5+ test

If any hero is successful he can read the book at a Campfire to the other members of the posse...
The book is filled with creepy stories but one story specifically captures your attention: "In the early 1800s South Texas and Mexico a man named Vidal was particularly nasty. When caught, the local rangers decided to make an example out of him. They killed him, cut off his head and then lashed his body to a mustang in an upright position as if he was riding. Then they let the horse loose to wander, as a symbol of the form of justice that would befall any outlaw who dared step out of line.

All Heroes with Keyword "Outlaw" perform a Spirit 5+ test

If fail, "Outlaw" Heroes lose 1 Sanity permanently due to the nightmares they have during the night. They are now more fearful of the Old West.

All Heroes with Keyword "Law" perform a Spirit 5+ test

If success, "Law" Heroes gain +1 Sanity permanently.

286 - Tears of La Llorona

Writer: Nuno de Sá

When crossing a river, you find a sign that immediately captures your attention! "Beware the Ghost of Llorona".

If you have a Bandido in the Posse, he immediately cowers in terror. "So this is where Maria died?". The Bandido is hit by D3 Sanity Damage without Willpower. It's no use. He will not talk about it.

A random Hero starts to hear a voice in his head: "Where are my children? Give me my children!"

If a Bandido is the random Hero, he immediately rolls once on the Madness Chart. He is completely in shock.

Any other Hero test for Spirit 6+

If successful, he managed to resist the call. Something unnatural is about but that's just how Brimstone is. If failed, he will take D6 Sanity Damage as terror invades his mind and soul.

Next time you get to a town, you will learn the Mexican tale of Maria.

Maria was either the wife of a wealthy husband who eventually began to neglect her, or a lady of the evening who loved to go out partying. Either way, she became angry and resentful to her two young sons, and flew into a fit of madness and rage. She took them to a river and drowned both of them. When she came to her senses, she realized the horrible thing she had done and tried to save them from their watery graves, but it was too late. She wailed in grief and ended her own life shortly after.

287 - The Organism Trail

Writer: Graeme Henson (Hexcrawl)

Something you ate awhile ago isn't agreeing so well with your stomach and you ain't defecated correctly in a number of days. Maybe you should get a doctor to fix you up or somethin?

A Random Hero has contracted an intestinal disease and isn't doing so well. You need to consume 1 Tonic and 1 Herb Side Bag token on your next Town Visit and until the 5th day in town. If you do not, then your Hero is KO with Dysentery. Roll once on the Injury Chart with -2 on the Roll's result (minimum 2)

You may attempt to heal this ilness at the Doctor instead as a regular injury

288 - March of the Lost Army

"Frontier Town Adventure Book" - Hazard 31

Located on page 20

311 - True Horror

Writer: Nuno de Sá

The moon disappears and the sky is dark. You literally cannot see. The old lantern is not working. All lights are out.

"Shhttttttttttttt", a girl's voice start to whisper in your ears...

"Little boy, little girl, start to count to TEN.
You can run, you can hide... you will end up at my SIDE"

You know deep in your bones. Something trully horrible is coming! All heroes take D6 Sanity damage due to the terror they are facing. Also, all heroes start to run in terror!

All heroes perform a test Luck 5+

If fail, while running, the Hero hits an obstacle in the frenzy attempt to escape and take D6 wounds. If you roll 1, your hero faints.
If succeed, you are able to run at a random direction without getting hurt (although you are not really sure where you are going).

Suddenly the lights slowly come back. Still you can hardly see... but then... a shadow, with the shape of evil. A malefic shadow stand before you. It shouts in agony and screams: "WHO WILL FEED MY WILL?"

Each hero rolls a D6. The hero with the lowest number disappears (repeat in case of tied results), vanishes.
The other members of the Posse see him being swallowed by the shadow. The shadow smiles and dissipates.

Later, you see the Hero again, chained into the wall... striped from his pride. You free him but that Hero will never be the same again. He has experienced true horror. He will never understand exactly what happened and his trauma is so strong that he will not be able to speak about the experience.

Choose:

Permanently decrease his Sanity by 1 or roll once on the Sanity Chart

312 - Mutant Warlord

"Frontier Town Adventure Book" - Hazard 36

Located on page 20

313 - Bad Beans

Writer: Graeme Henson (Hexcrawl)

A member of the Posse crumples over in pain, the remains of last night's dinner spilling forth from their mouth. Curiously, nobody else in the group seems to have been affected by the food.

Choose a random Hero:

You're stomach is pretty tore up from whatever the hell you was eatin'. Until the end of the next Mission, you can't consume any edible Side Bag Tokens, as you're like to just puke it back up anyways. It'll be hard enough just holding your food down as it is.

314 - Ancient Battleground

Writer: Graeme Henson (Hexcrawl)

Scattered across the terrain are various weapons and ancient bones from some battle fought along these plains long ago.

Each Hero may attempt a Scavenge roll.

315 - The Dark Hole

Writer: Graeme Henson (Hexcrawl)

In the midst of your search, you come across a great chasm in the earth, approximately 100 ft in diameter. It doesn't sound as if there's any bottom to this pit, as rocks thrown in never seem to land. As you approach the edge the massive hole and stare into the abyss, you feel as if something is stirring within.

A swarm of HellBats comes flying up from the depths of the pit, blotting out the sun with their massive numbers. They don't attack, instead simply hovering over the group, creating a feeling of dread and despair.

All heroes roll a Spirit 5+ Test

If you have failed, until the start of your next Mission, you are unable to Heal any Sanity due to the constant terror imposed by the dreaded swarm.

316 - Prairie Ticks

Writer: Graeme Henson (Hexcrawl)

As you travel along, one of your horses suddenly cries out in pain just as something begins to burst out from the horses side. Fist-sized insects begin to swarm out as if they've been eating their way out of the horse's belly.

A Random Hero must use 2 Bandage or 1 Herb Side Bag Token or else their mount will die from the parasitic insects that have chewed open the Mount from the inside-out. If the Mount dies, that Hero rolls on the Travel Hazard Chart once more.

317 - The Southern Crystal Pylon (Advanced)

Writer: Nuno de Sá

You have found a Crystal Pylon on top of a carved stone structure. Two Void Sorcerers are carefully sculpted in front of the structure.

A bronze plaque reads: "Ritual of Knowledge"

As you approach, a voice invades your mind. A riddle is spoken:

Each Hero performs a Lore 5+ test

If passed, the Hero answers the riddle correctly and permanently gain 1 Lore

Any Hero that previously found and sucessfully completed the tests of all Pylons (Agility, Cunning, Lore and Strength), gain +1 Health and +1 Sanity Permanently.

318 - Native Garden

Writer: Nuno de Sá

As you travel by the woods, you find a hidden garden. Some marks indicate that it could belong to some Native Indians but none of them is around.

If you want, you can decide to steal from the garden or move forward and ignore this Hazard.

<u>If you decide to steal some Herbs from the Garden:</u>

You have collected 2 exotic Herbs

All Heroes test for Cunning 5+

If any Hero fails the test, he made too much noise. Some Native Indians show up and catch you stealing their herbs. They immediately attack:

All Heroes take D6 Hits as a result of the confrontation.

If you have a Indian Scout on the Posse, you cannot steal from this garden

321 - Underground

Writer: Nuno de Sá

The Heroes find a hole under the mountains leading underground.

Choose:

Investigate the Hole or follow the road

If you Investigate Roll a D3:

D3	Result::
1:	The Hole leads into a tunnel that collapses. Each Hero Roll D6 Wounds.
2:	You find nothing special.
3:	You follow a series of passages until you reach a wide area that seems to have been used by someone as a lair. Each Hero performs a Scavenge Roll. They take extra D3x10$ for each 6

322 - Chill Wind

Writer: Philbarfly

A chill wind freees your body and soul

Every Hero must roll a D6 for each Grit they have, discarding it on the roll of 1

Every hero performs a Cunning 5+ Test

For every hero that fails this test, draw a Growing Dread card and add it to the stack of your next Adventure.

323 - Dimensional Ripple

Writer: Philbarfly

A wall of distortion devastates the passage twisting and turning everything it touches.

All heroes perform a Strength 5+ Test

Heroes that fail this test must take D3 Wounds for 2 damage each but must use Willpower to prevent rather than Defense.

Gain 20XP if you succeed

324 - The Visitors

Writer: Oscar Andrés Schwerdt and Nuno de Sá

It's getting dark and you decided to stay behind to take a piss. "Go ahead guys, I will catch up", you say. You think to yourself that you like to see where you piss. Best to hurry before the dark settles in.
You take your time, maybe too much time. You took the opportunity to take a shit. As you properly finish the ritual, you clean your hand in some leaves nearby. "Lights?" You ask yourself. Lights in the sky, flying fast. You wonder if your mind is starting to play tricks on you. "Maybe it's time to stop drinking whisky at night". The lights close in and your body freezes. Overcome with terror, you forget to yell for help. Your body commence to feel light as the earth below your feet gets smaller and smaller...

You wake up where you left and don't remember what happened except the lights... and a scar... you will never forget the lights... the hero that rolled this Travel Hazard roll once on the Mutation Chart

325 - Cattle Drive

Writer: Graeme Henson (Hexcrawl)

A trail boss rides lead in front of a hundred head of cattle. He slows at the sight of the Posse closing in and grabs for his gun, thinking your heavily armed Posse to be cattle rustlers.

All Heroes perform a Cunning 5+ Test

If at least one Hero is successful, then you're able to defuse the situation and continue on your way.

However, if at least two Heroes roll a 1 or if all Heroes faied, then things get out of hand over a misunderstanding and shots start flying! The cattle get spooked and there's a stampede, throwing everything into disarray. Each Hero takes D6 Hits and for each Wound they suffer roll a D6. On a 1 or 2, that Hero loses a Random Side Bag Token.

326 - Flash Flood

"Frontier Town Adventure Book" - Hazard 43

Located on page 20

327 - Navajo Down the Road

Writer: Nuno de Sá

A wondering Native Indian join the Posse for some miles down the road. One thing is for sure, he is very knowledgeable on the rich Navajo histories. "The Navajo tribe..." he says "...believe that Skinwalkers were medicine people or witches, not quite human and not fully alive, who dislike outsiders and have violent tendencies. They could imitate any sound, become any shape, and had no qualms about killing people, animals, and children - basically, anyone who crossed them was fair game. Many natives still don't tell tales about Skinwalkers, for fear of retribution on themselves and those they care about. Ghost stories... ah... some months ago who would believe them? Now... in Brimstone... we know better..."

The Native Indian thanks the posse for the ride and gives one Hatchet (token) to a Random Hero.

328 - Skinwalker

Writer: Nuno de Sá

A bear stands before you! He quietly observes as you approach. You avoid sudden movements and slowly draw your weapons. You decide to go back and around the bear... but then you notice a wolf. Just as the bear he just stands while observing the Posse, as if studying their next move.

If you have a Dark Stone Shaman he immediately recognizes the animals as his kin. They also recognize the Dark Stone Shaman and transform back to human shape.

If not, each Hero tests Cunning 5+. If at least one Hero succeeds, he realizes they are Dark Stone Shaman and inform them of his discovery. The Dark Stone Shamans transform back to human shape. All Heroes that succeed gain 20XP

If no one is able to recognize them as Dark Stone Shaman, everyone is shocked when they transform into Humans. All heroes take D3 Sanity Damage.

They don't seem friendly. They speak: "We are Skinwalker and this is our territory. No one can pass, unless you pay us a fee. $200."

Choose:

Pay the money: (agree between all heroes the amount each will give) and you are able to move forward:

Don't pay and leave: You can go back. If you do, you will need to roll three more travel hazards to recover the distance you would make if you would go forward.

Try to move forward and confront the Skinwalkers: That is a grave mistake. The Skinwalkers are the most fearsome tribe of the Navajo. You are attacked as you run past them. Each hero takes Wounds.

331 - Cattle Robbers

Writer: Nuno de Sá

You see a group of Cattle handlers driving their herb through vast fields. Something is wrong, as you approach, some of the Cattle handlers get nervous and ask you what you are doing in this part.

Soon you realize this are no simple Cattle handlers. They are vicious Cattle Robbers.

Choose:

Avoid combat and leave: All Heroes without the keyword 'Outlaw' takes D3 Corruption Hits

Begin a battle against the Cattle Robbers:

Every Hero choses Agility or Strength Test. Sum all dices. This is the total attack of the Posse.
Sum the total amount of Heroes in the Posse and multiply by 3. This is the number of D6 you will Roll to calculate the attack of the Cattle Robbers.

If the Posse wins, each hero gains 30xp and draw a loot card. All heroes also suffer D3 Hits.

If the Posse loses, all heroes suffer 2D6 Hits and non-Keyword "Outlaw" Heroes suffer D3 Sanity Damage without defense. Nothing is worst that letting no-good cattle robbers off the hook.

332 - El Mexicano

Writer: Graeme Henson (Hexcrawl)

A platoon of Mexican cavalry are riding towards your Posse. You don't know what these hombres would be doing this far north of the border. You reckon that nothing good can possibly come from this encounter.

If any members of the Posse have the keyword 'Outlaw', the Mexican cavalry are here to question them for some prior trouble those "Heroes" were involved in awhile back south of the border.

Outlaw Heroes perform a test Cunning 5+

Any Outlaw Heroes must make this Skill Test to convince the Mexicans to look elsewhere or be forced to pay 25% of all their Gold in bribes to get the Mexican army off their back.

Otherwise, if no Heroes have the keyword 'Outlaw', the platoon passes by without incident.

333 - Mutation!

Writer: Nuno de Sá

The Void is powerful in this area. It is infested with green thick jelly liquid that you have never seen before..

The Posse decides to leave immediately but it is too late. Just to be near this area is enough to impregnate those that travel by.

Each Hero without a Grit immediately roll once on the Mutation chart. If they have a Grit, they remove it instead.

334 - The Hunter

Writer: Graeme Henson (Hexcrawl)

A meadow of flowers that, a few minutes after being disturbed, sends off a puff of black pollen into the air. Looking at it from a distance it looks like a shadow that stood up and then slowly bent back down into the brush. Though you have an uneasy feeling as if you're being watched, nothing seems to come of it.

Nothing eventful happens.

335 - The Vaudeville Troupe

Writer: Graeme Henson (Hexcrawl)

A group a traveling performers hail your Posse and strike up a conversation. They're on their way to the next Town and stop for some gossip and directions, though a small crowd of country folk begin to form up for a performance.

You may perform any actions (only once since you are in a hurry) or buy any Purchase Items from the troupe as if you were at a Saloon (including Saloon Girl Only options). Do not roll for Location Events. Limits are still in effect, this counts as a Visit.

336 - Hell's Black Tears

Writer: Graeme Henson (Hexcrawl)

Some disgusting, blackish, oily substance is spilling out from the earth and forming a pool. It's likely evil trying to escape out from somewhere deep in the pits of hell. It's best to blow this thing to kingdom come

Each Hero may use a Dynamite Side Bag Token to attempt to seal the seepage. Each Hero that is using Dynamite in this way makes a Range attack and then rolls for damage. If more than 10 points of damage are done, then the tainted substance is sealed up and each Hero gains 30 XP and recovers 1 Grit. If any 1's are rolled for the Range attack, then the Dynamite accidentally creates a fissure that extends into the nearest Town's peasents water supply. A Random Building in next Town is Destroyed from ravaged townsfolk driven insane by the destruction of their property

337 - Tlahuelpuchi

Writer: Darrell Jones

The hero posse comes across a small village. As soon as the villagers see the heroes, they come running, swarming the heroes with pleas. Some are making offerings, others are praying, while others cry uncontrollably.

The leader of the village comes forth and he tells them that the village is besieged by a Tlahuelpuchi, a Vampire Witch who has terrified the village and is feeding on their children at night.

If the Bandito/Bandita is with the posse, they instantly recall stories his/her mother told them as a child. They know exactly what to do.

If no Bandito/Bandita is in the party, each hero has to pass a Lore 4+ test. Heroes continue rolling until they pass, making note of how many times they failed.

Once the Heroes have passed, they have trapped and figured out how to kill the Tlahuelpuchi. They keep it contained and do not allow it to feed, essentially starving it to death. Gain 50XP each. However, for every failed roll, each member rolls a D3 against Sanity with no Willpower as the weight of the guilt takes its toll on you.

338 - El Duende

Writer: Darrell Jones

If the Bandido/Bandita are in the posse, the heroes encounter El Duende. If not, this Travel Hazard is ignored.

El Duende is a fairy-like goblin dressed in odd clothing. He offers a gift to the Bandido/Bandita.

The Bandito/Bandita must pass a Cunning 5+ test and the Heroes can ignore their next Travel Hazard, even if it comes after their next mission. Fail and El Duende disappears and the Heroes continue on as if nothing happened.

341 - Bandits!

"Frontier Town Adventure Book" - Hazard 52

Located on page 21

342 - The Thief and the Fog

Writer: Nuno de Sá

A dense fog blesses the plains and the Heroes take some hours to rest, waiting for the Fog to dissipate

One random Hero is on a watch turn, while the others are sleeping.

The Hero on the watch must roll a Cunning 5+ test

If passed:

You notice a Thief, trying to get closer to one of the sleeping Heroes. You immediately alert the others and the Thief vanishes. The Posse decide to proceed travel.

If failed:

The thief steals a random Gear card from a random sleeping Hero

If at least a "1" was rolled during the check, the thief is able to grab a piece of a random artifact instead of a Gear.

If the "1" was rolled on a success Cunning check, Roll a D6. On the roll of 1,2 or 3 the Thief is still able to take the artifact with him. If 4,5 or 6 was rolled, the thief drops the Artifact in the ground while running for his live.

If the 1 was rolled on a nonsuccess Cunning check, the thief is able to steal 1 Random Gear and 1 random Artifact from a Sleeping Hero

343 - Mimic Beast

"Frontier Town Adventure Book" - Hazard 21

Located on page 19

344 - Dark Stone Convoy

"Frontier Town Adventure Book" - Hazard 24

Located on page 19

345 - El Sombrerón

Writer: Darrell Jones

This Travel Hazard is ignored if there are no female heroes in the posse.

As the heroes travel over the crest of a hill, they encounter an unusually short man dressed in black. His clothes are immaculate and very well made. In fact, they are too clean considering he's in the middle of the desert.

The jacket and pants he is wearing are adorned with what appears to be highly polished silver. He is wearing an elaborate belt buckle that glimmers in the sun. His spurs match the rest of his silver adornments. He is wearing a large, black sombrero that completely covers his face and features. He is carrying a guitar.

He instantly starts serenading the female heroes. Within seconds they are completely transfixed and enamoured with El Sombrerón. The male heroes are able to chase him off. But the female are deeply affected. They are now -1 to any tests or combat rolls until they can be cured.

The heroes must seek out a church to be blessed and have this curse removed. A donation of $100 for each affected female hero should convince the Church to assist you.

346 -Desert Treasure

Writer: Nuno de Sá

Rumors abound throughout Brimstone that a man with the name Murdock, has discovered clues to a hoard of treasure hidden deep in the desert.

What do you know? You just found a man named Murdock in a campsite, while traveling in the desert. Anybody prepared to offer him assistance in his treasure hunting could well find themselves benefitting from a reward... indeed

As suspected, Murdock is prepared to offer some reward for your services.

All Heroes make a Scavenge test

For each 6 rolled, you have found part of a treasure. For each 1 rolled, you lose $100. For each 2, you lose $50. For each 3, you lose 25.

You see, the treasure you find is worthless and Murdock was actually taking the opportunity to rob your money while you were busy digging. You can't blame him for being a thief with the same name as the famous Murdock

347 - Alicante

Writer: Darrell Jones

The Heroes find a small pond in an eerie valley blanketed in fog. Low on water, they decide to quench their thirst and fill their canteens.

Roll a 1D4. The result is the number of random heroes that now have an Alicante growing in their stomach.

An Alicante is a long black snake parasite that stands on its tail to move. The snake is ingested as a tiny egg or freshly hatched snake, moves through the digestive tract and once in the stomach, attaches to the stomach lining and quickly grows by feeding on its host and whatever the host eats. It will stay here, growing and growing until it outgrows and kills the host. At which point it looks for a bigger vessel.

Each infected hero will take D3 hits ignoring Defense. They will also take D3 hits ignoring Defense at the start of each adventure.

Then, they will need to seek the help of a Doctor to help you poison the Alicante then keep you from dying. He will do this for $150 for each Hero.

If a Frontier Doc is in the posse, he can try to remove the Alicante. Perform a Lore 5+ test for each affected hero. The Alicante is removed if successful. The frontier Doc gain 10XP for each Alicante removed.

348 -River Crossing

Writer: Nuno de Sá

A river stands between you and next Town. You need to cross it, however, the recent rains over flooded the river and the small and fragile bridge got destroyed. This is not going to be an easy task.

All Heroes perform an Agility 5+ and Cunning 5+ tests as a try to cross the river.

If a hero fails any of those two tests he manages to cross the river but not without great pain and struggle in the process. He rolls a D6 for each Gear and Artifact. On the roll of 1, he loses that equipment. (Starting gear and Personal Items are not affected)

351 - Blood Moon

"Frontier Town Adventure Book" - Hazard 25

Located on page 19

352 - The Price of Corruption

Writer: Graeme Henson (Hexcrawl)

If it weren't for the time of season the little log cabin would never be seen by the Posse. This would probably have been for the best, for there now stands before you a man with a sawed-off shotgun, accompanied by wolves and a great bear.

If the Posse collectively has more Corruption points than the # of Heroes x 2, then the Mountain man and his animal allies attack you! Each Hero takes D6 Hits and rolls a D6. On a roll of 1, that Hero has lost 1 Dark Stone, an item with a Dark Stone icon, or an item with a Dark Stone Upgrade attached (your choice).

353 - Wild Horses

Writer: Graeme Henson (Hexcrawl)

A herd of horses has escaped from some ranch and now run wild & free.

Each Hero may attempt to capture a Horse from this herd.

Perform Agility 6+ test (use one less dice than the total of your Agility - minimum 1)

If successful, roll a D8:

D8	Result:
1-6:	Gain a Basic Horse (can sell it in town for 50$ or keep it if you lose one Horse during the Travel)
7:	Gain a Mutant Horse (as per Street Market location)
8:	Gain a Tredarran Stallion (as per Street Market location)

354 - The Name of the Wind

Writer: Graeme Henson (Hexcrawl)

The wind blows briskly in this area and seems to carry a sad song. You search all about you but cannot find the source of those melancholy words. As you stop to listen again, you begin to make out the mournful ballad of the wind.

Each Hero in the group takes 3 Horror Hits. If they take at least 1 sanity damage, they are also -1 to all their Willpower save rolls until the end of their next Mission.

355 - Skipping Buffalo

Writer: Graeme Henson (Hexcrawl)

Young Indian braves dare each other to jump from buffalo to buffalo. They see you approach and challenge the Posse to a game.

Any Hero may attempt the challenge against the young Indian Braves by making a series of Agility skill tests.

The Hero begins with an Agility 1+ test, then an Agility 2+, 3+, 4+, 5+, and 6+ tests until they have completed all of the tests.

If the Hero is able to complete all the tests then they gain 15 XP

The Indian Scout is able to use one more dice on the Agility checks.

356 - Between a Stampede and a Hard Place

Writer: Graeme Henson (Hexcrawl)

Some Ranchers are bringing their cattle across the plains towards their homestead. As they begin to pass by, an unearthly howl erupts from nearby, the cattle begin to stampede. The monstrous howling draws nearer!

Each Hero may choose to take either D3 Hits or D3 Horror Hits. If a Hero suffers any Wounds as a result, roll on the Injury Chart.

357 - Abandoned Shack

Writer: Nuno de Sá

An abandoned shack helps paint the vast desert view. As you approach, a creepy sign warns the travelers "Sickness... Keep out"

In front of the shack you see twelve graves. You feel it in your bones. Corruption, everywhere

Do you want to investigate? If not, ignore this Hazard.

If you choose to investigate, each Hero performs a Scavenge test as they search the area.

Draw a Scavenge card for each 6 as normal.

If you roll 2 at least one time, you take 1 Corruption, without Willpower save.

If you roll 1 at least one time, you take 1 Corruption, without Willpower save. Also. the dead are not kind to those who disturb their sleep. You hear voices of suffering inside your mind. You take D6 Sanity Damage

358 - El Chupacabra?

Writer: Darrell Jones

The Heroes come across a small farm and a farmer who flags them down.

The old farmer tells them that something "unnatural" has been feeding on his livestock. He swears its a Chupacabra, a creature that feeds on animals He asks if you can take a look into it, offering a reward of some kind.

The Posse can choose whether or not to investigate. If they choose to pass, they continue to Town, ignoring the farmer plea.

If they do investigate, they find that half of this man's cattle have been mutilated. They have been drained of blood from some sort of wound to the neck. Close inspection shows teeth marks, though, you cannot identify whether they are human, animal, or something else.

The Heroes decide to hide out in the barn using what is left of the farmer's cattle as bait. After a few hours, they see that it is not El Chupacabra after all, it is in fact Huay Chivo, a sorcerer who shape shifts into half-man, half-beast with blazing red eyes and a lust for blood.

Roll a D8 to attack the Huay Chivo:

D8	Result::
1-5	You are unable to get the drop on the Huay Chivo Each hero suffers D3 hits. This Travel Hazard is over.
6-7:	You surprise the Huay Chivo as he starts to feed on another cattle. The heroes destroy the sorcerer, but unfortunately the loss of another cattle means the farm er can only give the group $50 total.
8:	The posse surrounds the Huay Chivo and easily defeat him. The sorcerer is dead and you've saved the remain ing cattle for the farmer.

The farmer ushers you back to his house, offers you something to drink and then moves to a chest. He pulls out an artifact and gift it to the Heroes. A random Hero draws a Mine Artifact Card. Each Hero gets 50XP.

361 - Plague Church

"Frontier Town Adventure Book" - Hazard 32

Located on page 20

362 - Tome of Knowledge (Advanced)

Writer: Darrell Jones

The Heroes see a strange light flickering among the rocky hills. They decide to investigate. They come upon a cave with a lit torch hanging by the entry. Intrigued, they go in. The heroes look around the cave and see arcane markings scrawled into the walls. These crude symbols and drawings make them uneasy. One of the Heroes picks up a book covered in dust that was sitting on the ground.

Any Hero that wants to read it can test Lore 6+. Any Hero that chooses not to ignores the rest of this Travel Hazard.

If they fail, they open the book to find blank pages. There's nothing in this book! Remove 1 Grit, if available. This Travel Hazard is over for this Hero

Each Hero that passes see vast, complex mathematical equations and diagrams of some device.

They can now test Cunning 5+. If failed, the Hero rubs their temples in disgust. They have a headache and feel like they've wasted their time taking D3 Sanity Damage. If they pass, roll a D8.

D8	Result::
1-2:	They instantly realize that the writings explain how to travel between dimensions, yet they can't fully fathom the results of implications. Take D6 Sanity Hits.
3-4:	The equations are very complex, yet the hero has an idea as to what they could mean and the horrors it could bestow on mankind. Take D3 Sanity Hits.
5:	The Hero is appalled by the diagrams and equations and vows to never speak of them again.
6:	The Hero recognizes what the results can mean. The next time the Hero visits the Blacksmith in a town, they can spend $150 to have this contraption made. Draw one World card and then draw one Artifact card from that World.

363 - Plague

Writer: Walter Gagajewski

The Heroes come across a tiny settlement in the grips of a deadly plague.

If the Heroes decide to stay, they can offer their aid. For every bandage or herb given, the Hero receives 10 XP and D6*$20.

After they have done all they can, roll D6 for each Hero. A roll of 1-2 means they have got the plague. They are at -1 Strength and -1 Health until the end of the next ission. The Heroes then wave goodbye, and continue their journey.

If they don't stay and help the village, then they must take the long way around. All heroes must make another hazard roll.

364 - Potions

Writer: Walter Gagajewski

Hidden deep amongst the trees, is a small cabin. Inside, a dark, little old lady resides.

The Heroes find she is selling potions. Each potion costs D6*$10. Any Hero who wishes, can purchase one potion and roll on the following table: Roll a D6.

D6	Result::
1:	Feeling sickened, the Hero groans in agony, and falls to the ground. When he awakens, he is at -1 Strength until the end of the next mission.
2:	The potion causes motion sickness. Until the end of the next mission, the Hero is at -1 Agility and -1 movement.
3:	The Hero goes berserk, slashing all adjacent Heroes and Companions for D6 Wounds each. The effect then wears off.
4:	Suddenly, the Hero feels very amorous towards the old lady, and gives her a huge kiss on the cheek. Smiling and blushing, the old lady giggles and runs away. No Heroes may buy any more potions this visit.
5:	The Heroes muscles begin to bulge. Until the end of the next mission his/her melee attacks are +1 damage and his/her Strength is at +1.
6:	The Hero feels extremely bold, and feels as if he could take on a whole hoard of Void Spiders. Until the end of the next mission, his Strength, Cunning and Max Grit are increased by 1 point each.

365 - Wild West Show

Writer: Darrell Jones

Heading back to town, the Posse sees a caravan of wagons. They catch up with them and find out that this is the famous Wild West Show that has been touring. The discussion quickly turns to the shooting competition and the heroes are challenged by the touring show to a quick contest of shooting skills. Wagers are discussed, too.

Each hero can decide to participate or not. If all heroes pass on the challenge, the Travel Hazard ends.

The wager is $50 per shot. Each hero will face the Wild West Show participant separately.

Each hero will fire a standard pistol for this competition and will take 6 shots.

Each participating hero rolls 6D6. A roll of 5 or 6 is a hit. A roll of 1 - 4 is a miss.

Then roll 6D6 for the "sharp shooter" from the troupe. A roll of 4, 5, or 6 is a hit.

Compare the results. Whoever has more successful hits wins the competition. The loser pays the winner $50 for the difference is missed shots. For example, if the winner has 6 hits and the loser has 4, the loser pays $50 x 2 = $100 for 2 missed shots.

The competition continues until each participating hero has completed one round. Then the Travel Hazard ends.

366 - The Pit of Sargonnas (Advanced)

Writer: Nuno de Sá

An entrance to a mine would, as usual, raise an eyebrow at the eminent sense of danger. This is no ordinary mine, or at least, that's what you suspect. Two no good looking and heavily armed Cowboys guard its entrance. You wonder why until you notice a sign written in blood: "PIT OF SARGONNAS"

"Howdy" One of the Cowboys spit in the dirt as a result of the tobacco he chews "Watha you want? Are you here for the fights? Show us the papers"

You explain that you have no clue what he is talking about and ask what is this mine. You also explain that you are in the business of shutting down dangerous mines and you are as mean as anyone can get"

The Hero with more Cunning performs a Roll 5+

If fail. Sorry, the Cowboys will not allow you to pass. Another hero may try to convince them with the same roll. If all heroes failed, you go away and this Travel Hazard is over.

If any hero succeeds the roll, one of the Cowboys open is eyes wide and look deep into yours. "I see the devil in you… oh yes I do. You… you may enter. What a heck, you may all enter... you may all die". Both of the Cowboys allow you to enter, moving out of your way, while laughing hysterically.

As soon as you enter, you realize that the Cowboys were not alone. Plenty of folk around, and most of them with nasty look in their faces. They all look at you but no one speaks, they are all silent. After a long walk through straight corridors and many strangers after, you find a large heavily crowed area. In the centre, a large pit steals the posse's attention. The crowd is jubilant, shouting, screaming and they all seem to be entertained by some sort of spectacle taking place at the Pit.

As you come closer to the Pit, you understand the commotion. A single Cowboy is surrounded by Void Spiders. He fights them hard. One by one, he kills the spiders. The crowd is jubilant. It is really horrible but at the same time amazing. Cowboys pushing others trying to have a better view at the action. By accident or not, someone fells into the pit and is immediately swallowed by the void spiders.

The Cowboy down in the Pit, fighting the Void Spiders doesn't even blink and continues his epic endeavour. There he stood for a long time until finally he met the one spider that he could not kill. He dies… and he is eaten. The crowd go silent but no one shed a tear.

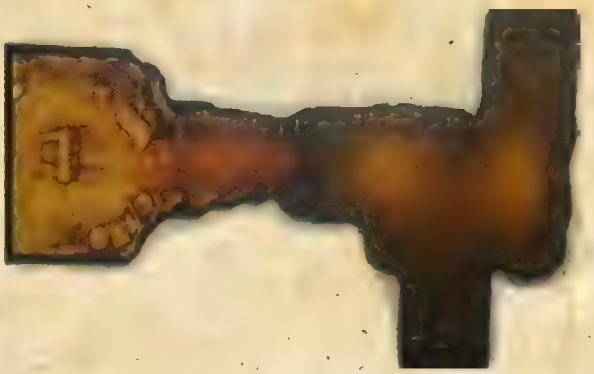
After a long moment of pause, someone yells: NEW BLOOD!" someone else replies, "NEW BLOOD". Suddenly everyone is shouting the same. "NEW BLOOD, NEW BLOOD". And everyone is staring at the Posse.

You didn't notice him before. One man raises his hands in the air and the crowd go silent. He approaches you. "New blood" he says, "Are you afraid of the dark? Are you here for Sargonnas? Do you dare to try become our champion? If you do, you will be heavily rewarded. I will make sure of that. If you die, well, you die and become food for Sargonnas". The crowd starts shouting as if possessed. "Sargonnas. Sargonnas. Sargonnas. Sargonnas"

You can either walk away or try your luck. Rules are simple. Any hero that want to try to become a champion of Sargonnas need to face a trial.

The Trial:

Draw a random mine tile and attach it to the mine entrance (repeat if you draw a corridor). All doors of that tile are closed.



Heroes can only perform the Pit of Sargonnas alone.

There is no Depth Track. Scavenge is not allowed. As soon as the Hero enters the tile attached to the Mine Entrance, he draws a Threat Card

Hero Level 1-3 Draw Easy
Hero Level 4-6 Draw Medium
Hero Level 7-8 Draw Hard

The Hero must defeat the Threat alone. If you use any Token to help you during this fight, you will not be qualified as a champion of Sargonnas.

If you win, you are a champion of Sargonnas. You draw an Artifact from a random World. Also, you will receive the blessing of Sargonnas and gain 1 random skill permanent (Strength, Luck, Agility, and son on).

Any Hero can try to become a champion as long as they are within the Pit

367 - Wrongly Accused

Writer: Nuno de Sá

You find a dead man's body near a small lake. You investigate the body and find that an old man was shot in the head and left for dead. His pockets are empty. You also notice someone watching you as you investigate the body. You ignore and continue moving forward.

Soon you will realize that someone has spread rumors about a Posse that is traveling to the nearest Town, shot a man and left him for dead. When you arrive to the next town, each hero immediately get one unwanted attention marker.

368 - Dead End

Writer: Nuno de Sá

Your travel lead you to a Dead End

Roll another Travel Hazard. Also all heroes take 1D3 sanity damage due to the frustration.

371 - Delicious Meal

Writer: Nuno de Sá

It's raining, and it's raining badly. Not just water is pouring from the skies. It's a Hailstorm! The hailstones clattered to the ground like marbles spilled from a box.
A house by a river is near and you don't think twice. Shelter! The posse immediately reaches the house. You knock furiously, desperately to get inside. Few seconds later, the door opens. A middle aged women and an old man look at you for some instants. The man holds a rifle in his hands but that doesn't scare you. You ask for shelter. First they hesitate but soon after they allow you to enter. It's your lucky day!

They invite you to dinner. Later, after some laughs, the couple fulfil their promise and serve you dinner. A delicious meat with some beans is more than you could ask for. All Heroes recover a Grit due to the excellent meal.

Roll for a random Hero. He politely says that he needs to go outside take a piss.

The storm has slowed down. As you go out, you notice the stables and decide to go take a look inside. There you find no horses but instead, a door that leads to the underground. "A bunker?" You decide to take a look but that was a bad move. Bodies... Blood, skulls, pieces of bodies. It's a slaughterhouse of human bodies! "The meat we had... I need to tell the others" take D8 sanity damage.
You return to the house and before anyone could ask anything, you immediately kill the couple with furious anger. At the same time you scream "YOU MADE US EAT HUMAN MEAT! YOU PLAN TO EAT US AS WELL?" All other Heroes take D6 Sanity Damage with the shock. You only tell the posse what you saw after you massacre the couple.
Every hero performs a Strength test 5+. If failed, you throw up and loose a Grit.

372 - Large Desert Area

Writer: Nuno de Sá

You have come to a large Desert area. You came prepared, of course. No one crosses the desert without water. But bad luck happens.

All Heroes perform a Cunning 5+ test

Every Hero that succeeds this test wins 20XP.

Every Hero that fails this test realize that they don't have enough water due to lack of preparation to cross the desert. Soon they will become thirsty

The Oosse decides that all Heroes share the remaining water

If the number of Heroes that pass this test is higher or the same as the number of heroes that failed, the remaining water is enough to all Heroes

If the number of Heroes that pass this test is lower then the number of Heroes that failed, the posse is in trouble. There not enough water for everyone. All Heroes take D3 Wounds without Defense and D3 Sanity without Willpower.

373 - Freaknstein

Writer: Nuno de Sá

You find some travelers that share rumors that a crazy doctor showed up recently in Brimstone, looking to make foul experiments with the corruption and the void. Experiments to create Monsters out of Monsters and bath them in Darkness. The people call him Freaknstein.

During your next Mission and only while in the Mines, everytime you draw a Threat Card, you will find a Monster of Freaknstein.

How to create a Freaknstein Monster

Elite Abilities: Every time you applty one Elite Ability to a Threat, draw a second Threat of the same level and roll a D6. Add the corresponding Elite Ability of the second Threat to the first.

Defense: Every time you draw a Threat card, draw a second one of the same level and apply the Defense of the second Threat to the first.

374 - Silver Formation

Writer: Nuno de Sá

Crossing a mountain area, you have found a small Silver formation inside a Cave you use to spend the night.

If you have a Prospector in the party, he is able to extract D6 Silver Stones.

All other Heroes can also attempt to extract some silver but it's not going to be an easy job:

Any hero with a pickaxe can extract D6-1 Silver Stones (minimum 1)

Other heroes perform a Strength 5+ test. If successful they are able to extract D3 Silver Stones

You can trade each Silver Stone in town for $20 each

375 - Strange Device

Writer: Nuno de Sá

A man sits near the junction of the road. He is so dirty you nearly missed him. He looks confused. After some inquiries, you learn he does not remember his name nor where he is from. The only thing he remembers is the English language he speaks.
A strange metal device is attached to his wrists. You decide to escort him to the nearest town; but suddenly, the strange metal device starts to make some strange sounds and the man starts to scream in pain.

You attempt to remove the Strange Device as the man screams but it's impossible. It's attached to the man's skin. He begs that you cut off his arm that is attached to the device. He can't take it no more as the pain is too much to handle.

Choose:

Cut the man's arm off.

Choose one Hero. He must pass a Lore 5+ test. Field Doctor Lore test is 4+

If he succeeds, he gains 20XP as he removes the arm without killing the man. The man still faints and you decide to escort what remains of him to the nearest Town. All Heroes gain $50 as reward when they arrive to town.

If he fails, he loses 30XP as he removes the arm but kill the man in the process. All heroes take D6 Sanity.

Leave the man behind and leave.

All heroes take D6 Sanity and 1 Corruption as they witness the man slowly die in agony.

You will never know what that strange device was.

376 - El Mariachi

Writer: Darrell Jones

Rumors have swirled around towns like Brimstone about El Mariachi for years. The stories get larger and larger every year about a man dressed as a mariachi carrying a guitar case full of guns.
The stories vary in terms of how the "locals" encounter him, but one thing stays the same - he's out for revenge for the man who killed his true love.
The heroes encounter a man resembling El Mariachi. He's dressed immaculately as a mariachi and carrying a guitar case. He has the look of a man who has travelled the desert. Intrigued, the heroes approach him and try to engage him in conversation.

Each hero tests Lore 5+.

If any hero fails, the Travel Hazard ends. The posse sees a man that resembles El Mariachi and nothing more.

If all heroes pass, then the next first time each hero visits the Saloon in any town, they are able to perform for the crowd (each hero individually). Use the same rules as the Entertain Saloon Activity that usually is only available to the Saloon Girl / Piano Player.

Saloon Girl / Piano Player can only perform this activity once per day as stated in the rules but they will get double the payout for their rolls of 4, 5, and 6 the first time they perform while under the effects of the Mariachi

377 - A Cave Filled with Rats

Writer: Nuno de Sá

As you try to spend the night in a cave, you find that you are not alone. A swarm of rats try to pass over the posse as they make their escape out

Each Hero takes 2 Corruption Hits and try to pass an Agility 4+ test. Those that fail take 2 extra Corruption Hits as they panic. Instead of avoiding the rats, they fall and get tramped by the rats swarm.

378 - Low Morale

Writer: Nuno de Sá

The region has been brutally affected by harsh weather in the past days

When you arrive to the Next Town, most of the locals will have Low Morale.

All Location Event Chart Rolls are at -1 during the next Town Stay. (minimum of 1).

381 - Sudden Lack of Faith

Writer: Nuno de Sá

You feel sadness as you realize that all darkness in the world may be too much for the mankind to handle. You feel that regardless of your efforts, nothing can be done to save this world from the Void.

All Heroes lose 1 Grit

If they don't have a Grit to lose, they lose 20 XP instead

382 - The Idiot

Writer: Nuno de Sá

Oh no! You don't know how but somewhere along the travel you have lost some contents of your Side Bag

The Hero who rolled this Hazard performs a Cunning 3+ test

If he succeeds, he gains 30XP but still loses 1 Side Bag Tokens
If he fails, he loses D3 Side Bag Tokens

383 - The Traveling Photographer

Writer: Darrell Jones

The posse meets a traveling photographer headed toward town. He is oddly dressed - all in black. There is something about him that does not set well with the group.
After a few minutes of discussion, he offers to take a group photo of the heroes for free. The heroes agree. Even though the heroes can't figure out what is making them uneasy.

The photographer takes a few minutes to set up, poses the hero for composition and takes the photo. He puts the plate in his developing box for a few minutes to develop. The heroes notice a slight purple glow from the box as he slips the plate inside.
After a few minutes, the photographer takes the plate out and looks it over. Suddenly, he is in quite a hurry. The heroes notice his hands are shaking as he mounts it behind glass in a frame and hands it to them.

Before the heroes can thank him, he's packed and headed back on the trail, away from the town. The heroes yell out to tell him he's headed the wrong way, but he seems to ignore them in his hurry.

After he is gone, the heroes take a look at the photo. They are standing together with their gear. Sun-worn faces dirty from their adventures. It's a handsome photo of the heroes.

But there is a faint outline of something behind them. The heroes quickly realize that it is some type of other-worldly creature ready to devour them! Startled, they look around behind them and see nothing.

Each Hero suffers D3 Sanity hits as they cannot understand what has just happened.

384 - Massacre of the Innocents

Writer: Graeme Henson (Hexcrawl)

You catch sight of a trail of blood. It starts as a trickle at first, but gradually begins to fill out until eventually you find a pool of it, along with a pile of bodies. Some savage beasts tore these people limb from limb and feasted upon their entrails. You don't know what kind of creature could do such a thing, but that howl you just heard off in the distance sounded more man than wolf. The howls are getting closer.

Each Hero makes a D6 roll at same time, repeat until at least two Heros roll a 1. If a Hero rolls a '6' during this time, that Hero gains 15 XP, recovers 1 Grit, and may stop rolling. A Hero that roll a '1' takes D8 Horror Hits. If more than two Heroes roll 1 at same time, they all take the D8 Horror Hits and the Event is over.

385 - Dying Marshal

"Frontier Town Adventure Book" - Hazard 62

Located on page 22

386 - Strange Swamp

Writer: Perry Grosshans

The road ends at the edge of a strange swamp that the posse knows was not here the other day. Judging by the purple tinge on the leaves on some of the foliage, it's not stretch to guess that Dark Stone is to blame.

The Heroes can either go around the swamp, adding D3 Travel Hazards to their journey, or force their way through the foetid bayou. Travelling through the swamp is potentially hazardous.

Roll D6:

D6	Result::
1-2:	The swamp's Dark Stone aura leaves its mark. All Heroes gain D3 Corruption.
3-4:	The swamp is filled with dangerous critters! All Heroes take D6 Hits while fighting through mutated gators, birds and bugs (Hits can be saved for normally).
5-6:	The swamp has a stank to it, but otherwise is harmless. The Heroes pass through without incident and continue on their way.

387 - Old Mining Pits

Writer: Cliff Odell

One of the hero's mounts is incredibly thirsty and becoming unhappier with each trot. The posse stops at a small watering hole not far off the trail to sate it. Sadly this area is also riddled with old and hard to detect exploratory mining pits!

Each hero must make a Cunning 4+ test to prevent their horse from stumbling into one of these deadly pits.

If failed, the horse is partially pulled into one before the posse can haul it back out. The afflicted hero must choose to loose either: two dark stone, two side-bag tokens, $200, or a Gear card, as pouches and satchels fail to stay closed during the ordeal and items are lost into the dark pit.

388 - Burning Farmstead

"Frontier Town Adventure Book" - Hazard 34

Located on page 20

411 - Racing the Iron Horse

Writer: Graeme Henson (Hexcrawl)

Someone must've made a bet at a train station, as you can see a locomotive speeding down the track, going neck and neck against an Indian Brave on horseback. The Train Engineer is giving the train all she has and only God knows if man or machine will win out in this race.

Each Hero may place bets on the outcome of this race. Everyone that wants to, secretly bets with a hidden die, even = the Train, odd = the Indian Brave. Then a D6 is rolled and the outcome determined. Each losing bidder pays $25 to every other winning bidder. If the Train won, those winning Heroes also gain a Bandage or Whiskey Side Bag Token (choose one), while if the Indian Brave wins, those winning Heroes Recover 1 Grit.

412 - Indian Attack!

Writer: Graeme Henson (Hexcrawl)

Smoke billows can be seen up ahead and Indian Braves on horseback throwing torches are riding around. They're destroying the railway where it has gone over sacred Indian territory!

If you decide to stop the Indians from attacking, each Hero takes 2D6 Hits and wins 30 XP

If you let them go, each hero takes D6 Sanity and looses 30 XP

413 - Late Night Visitor

Writer: Perry Grosshans

During the night, a man approaches your camp. He asks if he can join you for the night. His eyes dart nervously, constantly looking around him. In the dim light of the camp fire one of you notices that he keeps scratching at himself all over. The posse can either let him stay for the night, or tell him to vamoose (depart hurriedly).

If the posse drive the man away, he begs to stay but eventually goes to disappear into the darkness. Sometime in the middle of the night the posse hear a scream nearby. The Heroes don't get much sleep for the rest of the night, and suffer 1D3 San loss.

If the posse let the man stay with them, he thanks them and tucks into his bedroll immediately wishing them a good night. Roll a D6:

1. The night passes quietly. The next morning the man cooks them breakfast from the food in his pack, and thanks them many times for the kindness they showed him. To show his gratitude he gives them a map he found a few days ago. On the next mine crawl, the posse may draw two Mine Map cards and choose which to keep when laying down map tiles (this does not apply to Otherworld tiles).

2. The next morning the posse awakes to discover the poor bloke passed away in the night. Examining the body reveals several bullet holes a few days old which had been poorly patched. Searching the man's pack, the Heroes discover a Wanted poster with the man's face sketched upon it! This apparently was Jack "the Fool" Mays, wanted for robbery and murder. The posse take the man's body to the next town and collect $100 each.

3. The night passes quietly, but when dawn comes the posse are left with a horrific sight: the man has dissolved into a gooey mess! All Heroes automatically take 1D3 Corruption. But the Heroes can also each draw a Loot card from the man's pack.

4. The night passes uneventfully. In the morning, the posse wake to discover the man is gone and they've been robbed! Each Hero loses 1D6 x$10

5. Sometime in the middle of the night the posse awake to screams. The man writhes and claws at his skin. As the Heroes watch, the man bursts open like an egg and a horde of void spiders crawl out! All Heroes take 1D3 Sanity hits (can be saved for normally) and must fight 2D6 void spiders. If they win they gain XP and may each draw Loot from the man's pack.

6. Shortly after the posse tuck in for the night, the man starts to scream and writhe. Before their horrified eyes the man transforms into a nightmarish creature! The posse must fight a combat against a Night Terror with one random Elite ability (if available, the posse could fight a Werewolf with one Elite ability instead). The posse gain XP and Loot normally if they win the fight.

414 - Train Robbery!

Writer: Graeme Henson (Hexcrawl)

Ahead of you, the Posse spies a passenger train stopped on the tracks, a group on horseback with guns drawn can be seen in front of the train and the engineer is standing beside the engine with hands in the air. It's a Train Robbery!

Each Hero that can, makes a Range attack against the train robbers to chase them away.

If less than half of the Heroes Hit with their attacks, the train robbers put up a fight and each Hero in the Posse takes D3 Wounds with no Defense. In addition, for each 1 that a Hero rolls, that Hero has accidentally shot an innocent bystander and takes 1 Corruption Point with no save.

This heroic deed is not in vain. During next town stay, the Heroes are considered real Heroes and are offered free Hotel rooms during the entire stay. If one of the Heroes gain the status "Wanted", this offer is no longer valid. If any of the heroes had the status "Wanted", this is removed by this good deed.

415 - Phantom Train

Writer: Graeme Henson (Hexcrawl)

The whistle of an oncoming train can be heard rushing down the tracks. Yet the train you can see appears to be some faint apparition, a spectral train of the dead. The train comes to a stop in front of the Posse, an ethereal conductor beckons you to board the train.

The Posse may travel on this Phantom Train if they'd like to. Cancel all remaining travel Hazards. The next town is the haunted town. Additionaly, each Hero takes D8 Horror Hits and if they suffer 3 or more Sanity Damage as a result, roll once on the Madness Chart.

416 - Dastardly Whiplash

Writer: Graeme Henson (Hexcrawl)

Some foul fiend has left a fair maiden tied up to a railway line. What deviousness! You have only seconds to act before a speeding locomotive bears down upon this buxom damsel in distress.

Each Hero may attempt to free the tied-up maiden, however, only one Hero may be successful. Each Hero that is attempting makes an Agility 3+ test and counts the number of their successes. All Heroes that are tied for number of successes are disqualified. The player with the most successes that isn't disqualified (not tied and must have 1 or more successes), has rescued the fair maiden.

If no one is successful, the fair maiden is cut in twain and all Heroes take D3 Corruption Hits (no Willpower save).

Whoever saves the maiden recovers 1 Grit and may Heal D6 Wounds/Sanity (any mix).

417 - Outrace the Darkness!

Writer: Perry Grosshans

If this is not the last Travel Hazard rolled, then this becomes the last Travel Hazard.

In the middle of the night the Heroes awaken to the sounds of horrific otherworld screams. The Darkness has tracked them from the mines and seeks revenge! They must flee!

Take the Depth Track and place the Darkness token on its starting location and the Hero Posse's token on 6.

The Heroes must now outrun the Darkness before it overtakes them. To complicate matters, the Heroes must be careful so as not to lead the Darkness to the next Frontier Town. Roll D6 for the Hero Posse and D6 for the Darkness. The higher die rolled moves its marker on the Depth Track, the number of spaces being the difference between the two dice.

For example: The Darkness rolls a 5 and the Hero Posse rolls a 3. The Darkness rolled higher so its marker moves 2 steps (5 – 3 = 2) on the Depth Track, and is now that much closer to the Heroes.

The Darkness then rolls a 2 and the Heroes roll a 6! The Heroes rolled higher, so they move their marker 4 steps (6 – 2 = 4) away from the Darkness.

After rolling the dice, the Heroes can decide to chuck away Dark Stone shards to throw the Darkness off their track. Each Dark Stone shard discarded this way adds +1 to the posse's die roll to a maximum of 6.

If the Heroes reach the starting location (i.e. the first spot on the Depth Track) they have escaped! But, if the final distance between the Hero Posse's marker and the Darkness' marker is 3 or less, then the Darkness has tracked them to the Frontier Town. Two Random Buildings there will be destroyed by the Darkness seeking vengeance.

If the Darkness marker reaches or passes the Hero Posse's marker, the Heroes have been captured by the Darkness and are swept away by horrid tentacles, black fog swirling around them, and tiny mouths biting at their minds. Each Hero takes D6 Sanity Hits (can be saved for normally) and suffers D3 Corruption. The Heroes awaken in the Mines and **must now survive the Escape Mission from the core book.**

418 - Lava Lake

Writer: Darrell Jones

As the Heroes are traveling to town, they feel a sudden jolt in the ground. The ground cracks and separates in a circle around them and lava fills the new space. They are quickly surrounded!

Realizing that the ground around them is separating and the distance to safety is quickly growing, the heroes have to act fast.

All Heroes test Agility 5+

All Heroes that pass are only a little singed as they leap to safety.

Any hero that fails falls short of the shore and gets burned by the lava receiving D6 wounds unless they have clothing or other gear that protects them from burning.

421 - Kraken of the Rails

Writer: Graeme Henson (Hexcrawl)

A horde of Tentacles have sprang forth from the ground and are literally holding up a small train off the tracks!

Each Hero makes an Attack (Melee or Ranged). If collectively the Heroes are able to do at least 2 x # of Heroes worth of Damage (ex. three Heroes need to do at least 6 Wounds), then they have freed the train from the tentacles before serious damage is done. If successful, the Heroes each gain a reward of D6x$25.

If failed, then the train along with a huge section of the railway is destroyed. Due to the destruction caused, the heroes will stay to help. Each hero take D3 Corruption Hits due to the horrors they witness.

422 - Chained to the Rails

Writer: Graeme Henson (Hexcrawl)

Some hooligans have chained a farmer's cow to the tracks. The farmer is busy trying to free the animal from the tracks, but a speeding locomotive is on a collision course with both man and cow unless you can act fast!

Without discussing their choice, each Hero secretly chooses a direction to pull the cow off the tracks using a hidden die, (even = right, odd = left). Everyone reveals their choice at the same time. Whichever group wins, the cow is pulled in their direction off the tracks and each Hero on that side gains 20 XP.

Whichever Heroes were on the other side barely escape the oncoming train and take Wounds for their effort. If tied, then the cow is torn apart by the train and the Heroes collectively lose x$50 paying back the farmer for his lost cow (each Hero loses $50 if a decision cannot be reached).

423 - Derailment

Writer: Graeme Henson (Hexcrawl)

A freight train has derailed off the tracks, spilling its contents all over the area. A load of Dark Stone that was being transported also spilled out, drawing out some things that were best kept in the shadows...

Each Hero may make a Scavenge roll to grab some Dark Stone for themselves. For each roll of 5 or 6, gain 1 Dark Stone without ill effect. On a roll of 2, 3, 4 a Hero gains 1 Dark Stone, but also gains 1 Corruption Point with no save.

If any Heroes roll a 1, Ambush - Draw a High Threat card. Use a Tredarrian Map tile as your battle map

424 - Ruined Fort

"Frontier Town Adventure Book" - Hazard 35

Located on page 20

425 - Drunk at the Road

Writer: Nuno de Sá

A man sits at the border of the road. He is so drunk that it's difficult to understand a word he speaks.

Each Hero tests Cunning 5+.

If one of the Heroes is successful, he is able to communicate with the drunk. He is asking for food and trades for two bottles of tequila.

Each Hero tests Luck 5+.

If one hero is successful, it seems he still haves some food left. Trade it if you want.

Instead of trading, if you don't have any Hero in the posse with the keyword "Law", you can steal three bottles of tequila and any money he could have. If you do, roll D6x$25. That is the money you find. Each hero then takes D3 Corruption hits without Defense

426 - Horseshoe Throwing Contest

Writer: Cliff Odell

The hero posse passes by a group of competitive cowpokes having an impromptu game of horseshoes and are welcomed to join in. If a hero declines, nothing happens to them.

Each hero that chose to play may roll up to 3D6. Any rolls equal to or greater than there To Hit score are counted as a success. Collect $25 for each success. However any rolls of 1 count as a loss, and result in the hero losing $25 to the cowpokes for each 1 rolled.

427 - Spider Hole

Writer: Graeme Henson (Hexcrawl)

As you search along a particularly steep side of a rocky area, you see what appears to be a small freshly dug hole, hastily covered with a flat rock. As you uncover the hole, something emerges!

Each Hero gains 25XP. Roll a D6

D6	Result::
1:	A giant spider jumps out from the hole as you rip off the covering and attacks. Each Hero takes D3 Wounds (no Defense) before you're able to kill the thing.
2-5:	An odor of death & decay hits you full force as you lift the covering. You find mutilated bodies, fresh kills for some creature that thankfully isn't around. Each Hero takes D3 Horror Hits as they realize that the cuts are actually intricate carvings of some demonic symbols.
6:	A frightened Prospector arises from the hole. He had been hiding from a swarm of monsters and gives the Heroes what he thinks attracted the monsters in the first place. Each Hero receives 1 Dark Stone and recovers 1 Grit.

428 - Uncertain Treasure Map

Writer: Perry Grosshans

The posse find the remains of some old prospector, her bones picked clean by the buzzards. Searching the body the Heroes find an old map! It's hard to read, but it may lead to treasure...or it may lead to heartache.

At the start of the next mine crawl if the posse wish to use the map roll D6 and consult the table below. The posse may keep the map until they decide to use it.

D6	Result::
1-3:	The map is good. The posse now draw two Mine cards each turn and choose which to keep when laying down map tiles (this does not apply to Otherworld tiles). At the end of the adventure, each Hero receives an extra $100.
4-6:	The map is bad! The Heroes quickly get lost in the mines. Every time a Hold Back the Darkness roll is failed, roll another D6: on a 5 or 6 move the Darkness marker one more step closer to the exit.

431 - Raging River

"Frontier Town Adventure Book" - Hazard 42

Located on page 20

432 - The Embryo

Writer: Graeme Henson (Hexcrawl)

The plains are scorched bare. No plant life grows in the area, as if a great fire had burned all life to a cinder. As you search around a little more, you find what appears to be an immense blackened crater, at the center of which lies a pulsating mass of flesh, horrible to behold, and very much alive!

The thing launches a brutal psychic attack against the party. Each Hero takes D6 Horror Hits, with each undefended Horror Hit inflicting D2 Sanity Damage.

Any Hero that does not take any Sanity Damage may attempt an attack against the Embryo to stop it's powerful mental assault, rolling for either a standard Ranged or Melee attack (no free attacks; Defense 2). The Heroes may repeatedly attack the Embryo as many times as they like, however each attempt brings another attack of D6 Horror Hits (D2 Sanity Damage) each time, to the attacker. When the creature has taken 10 Wounds, it is destroyed and each member of the Posse gains 20 XP and recovers 1 Grit.

Otherwise, if the Posse decides not to attack the thing, they may leave, but each hero rolles one more time on the Travel Hazard Chart

433 - Casey Jones

Writer: Graeme Henson (Hexcrawl)

The train engineer has passed out over the side of the railing. The Posse can see from where they're at that the train is out of control. There's not much time to act!

All Heroes perform a Luck 6+ test

If successful, then each Hero gains 20 XP and the train is brought to a stop without incident. If no Heroes are successful, then the train is only brought to a stop when it crashes into the nearest Town. 1 Random Building of the next Town is Destroyed.

434 - Bone Train

Writer: Graeme Henson (Hexcrawl)

A Bone train is currently stopped in the middle of the tracks for repairs. Workers are busy collecting buffalo bones and packing them back into the train.

Nothing eventful happens.

435 - Craps

Writer: Graeme Henson (Hexcrawl)

Beside the tracks are some vagrants, pulled up around some barrels playing Craps. They offer to let you roll some dice if you don't mind losing the shirt off your backs.

Each Hero may gamble if they want and places a bet of $50 or $100, roll 2D6. A 7 or 11 automatically wins the game for the Hero, while 2, 3, or double-sixes automatically fails. Any other result becomes the target number and the Hero will roll 2D6 again.

The Hero must hit the target number, but if they roll a 7 this time, they fail.

Any Hero that is successful gains twice whatever amount they originally bet.

436 - A Ride to the Nearest Town

Writer: Nuno de Sá

A train moves slowly down the railroad. You could take this opportunity to try for a ride, but you must be quick about it as the train starts to regain some speed.

Any Hero is able to try get a ride:

If you try, you will need an Agility 5+ test:

If you are successful, you are immediately transported to a Rail Town and any forthcoming Travel Hazards do not apply to you (your remaining Travel Hazards are canceled)

Any Hero that is unsuccessful takes D6 Wounds with no Defense getting injured in the process. Also, they are not able to board the train and must continue the remaining path to Town together with any Hero that did not try to board the train or also failed the attempt.

All Heroes will meet again in the next town.

Additionally, any Hero that did not board the train skip a number of days in Town equal to the number of remaining Travel Hazards (max 2). This only applies if any Hero was able to board the train.

437 - Predator

Writer: Nuno de Sá

The Posse finds what seems to be a suitable Cave to spend the night. Inside, several human skeleton heads decorate the place. You are horrified! You decide to leave. You know that something is lurking and you don't want to find what it is.

Each Hero takes D3 Sanity Damage as a result of the horror they witness. A creature follows the posse. All Heroes perform a Cunning 6+ test.

If at least one Hero is successful, he realizes the posse is being followed by some sort of Predator and alerts the Posse. All heroes that pass, also gain 20XP. The Predator leaves as he realizes the Posse is aware of his presence. This Hazard is over.

If no Hero passed the test, chose a random Hero. That Hero is under attack! He performs an Agility 4+ test as he is attacked from behind and he tries to avoid it.

- If he succeeds, he avoids the attack. Wins 20XP. The Posse starts yelling and shooting. The Predator leaves.

- If he fails, the Predator is able to grab him. All heroes try to attack the Predator on turns in an attempt to free the captured Hero. Each hero performs a ranged or melee attack:

- If at least one hero is able to hit the creature, it makes the creature flee while it releases the captured Hero, but not without leaving a scar as a result of the struggle. The hero takes D6 Wounds.

- If no heroes are able to hit the creature, it still leaves the area alarmed by the attacks but not without taking a good bite at the Captured Hero, causing 2D6 Wounds and D3 Corruption without Willpower.

No one had ever seen this beast before. It was similar to a Terror but with some canine resemblances. You hope to not see it again.

438 - Foreign Aid

Writer: Graeme Henson (Hexcrawl)

Before you is a group of foreign railway workers repairing a section of the track. None seem to speak any English, but they're motioning to you to come see something they've discovered just down the track. The workers have uncovered an ancient tablet with series of alien glyphs carved into it.

Chose one hero to perform a Lore 6+ test

If successful, gain 25 XP and all Heroes may draw a Loot card as the inscription gives instructions to open a hidden cache over the next hill. If failed, you mis something and the Heroes fail to disarm the booby trap that blows up the Loot and does D6 Hits to all Heroes, ignoring Defense.

441 - Raging River

Writer: Perry Grosshans

The road comes to a river, full of fresh mountain rain runoff (ignore the rest of this Travel Hazard if this is the last Travel Hazard). The road runs alongside the river, but the Heroes figure that if they ride the river on a raft, they might be able to cut their travel time.

If the Heroes decide to just continue along the road, continue to the next Travel Hazard.

If the Heroes decide to build a raft and ride the river, roll D6:

D6	Result::
1:	Disaster! The raft breaks apart and the Hero Posse is swept away in the river! Each Hero loses D6 x $50, and must roll D6 for each Dark Stone shard; on a 1 the Dark Stone shard is washed away and lost. To make matters worse, the Hero Posse must spend time recovering their supplies along the river bank which adds to their travel time. Add D3 Travel Hazards.
2-3:	The raft barely holds together, and the river is very rough. Each Hero must roll D6: On a 1 they are thrown from the raft and lose D6 x $50, and must roll D6 for each Dark Stone shard; on a 1 the Dark Stone shard is washed away and lost. If all Heroes fall off the raft, the raft is lost and the Hero Posse must spend time recovering their supplies, adding time to their travel (add D3 Travel Hazards). If at least one Hero remains on the raft, the rest of the Hero Posse manage to crawl back on top and eventually reach the Frontier Town. Ignore all remaining Travel Hazards.
4-6:	The raft holds and the Hero Posse expertly navigates the rough waters. They reach the Frontier Town in record time! Ignore all remaining Travel Hazards.

442 - Hear that Train a Comin'

Writer: Graeme Henson (Hexcrawl)

A fancy passenger train is lazily making its way down the track towards you. You bet there's rich folk eatin' in a fancy dining car, drinking coffee and smoking big cigars. It's a wonder people like that still live and play in a place like Brimstone.

If there are no Heroes with the keyword 'Law' in the Posse and at least one 'Outlaw' Hero, you may attempt a Train Hold Up.

Each Hero may attempt an Agility 4+ test. For each 4+ rolled, that Hero gains D3x$50. If any 1's are rolled, there is a confrontation and that Hero takes D6 Hits. If more than half the Posse fails this roll, then something gets mucked up, some people die, and each takes D6 Corruption Hits at the needless slaughter of those innocents.

443 - Prisoner Escape

Writer: Graeme Henson (Hexcrawl)

A passenger train is passing by the Posse when suddenly, gunfire is heard from one of the train cars. Glass explodes and a man jumps from out of the train car with shackles hanging from his hands. A Lawman leaking blood stumbles out of train attempting a pursuit after him, but he's in no shape to continue.

The Posse may either Heal the Lawman, while the Prisoner escapes, catch the Prisoner while the Lawman bleeds to death, or attempt both.

To Heal the Lawman: **One Hero performs a Lore 4+ test**

- If successful, all Heroes gain 20 XP for helping out the Lawman.
- If failed, then all Heroes take D3 Corruption points with no Willpower save.

To Catch the Prisoner: **One Hero performs an Agility 4+ test**

- If successful, all Heroes gain $100 from the Prisoner's bounty.
- If failed, then all Heroes take D3 Corruption Points with no Willpower save.

To Attempt Both:
One Hero performs a Lore 6+ test and one Hero performs an Agility 6+ test
[only two different Heroes may attempt this option]

- If successful, all Heroes gain 30 XP and $150.
- If failed, then all Heroes take D6 Corruption Points with no Willpower save.

444 - Rail Line Construction

"Frontier Town Adventure Book" - Hazard 44

Located on page 20

445 - Hot Rails to Hell

Writer: Graeme Henson (Hexcrawl)

A fiery train comes screaming down the track, fire and brimstone spewing forth from its chimney. The souls of the damned seem to be powering this "Hell Train" in place of coal, their anguished cries can be heard for miles and miles around.

Each Hero takes 2x Horror Hits at the sight and sound of the Hell Train passing by! Pray that you never find yourselves aboard that cursed locomotive, on its way to deliver it's load of sinners to Heck.

446 - Tornado

Writer: Walter Gagajewski

A tornado crashes down upon the unsuspecting Heroes as they try to find cover from the storm.

Roll D6 for each Hero, the lowest having been caught up by the tornado's grasp and must roll on the chart to determine what happens:

D6	Result::
1:	The Hero is thrown up in the air, and is brought crashing to the ground. He has lost D6*$100 from his pockets and has broken both his legs. The other Heroes must carry him, or place him on a cart, which delays their journey. All Heroes make another Hazard Roll. As soon as the Heroes arrive at their desti nation, the wounded Hero must pay $200 to be healed. If he does not have this much left after losing it all in the tornado, then the Doc will take all gold he does have, plus his most expensive item.
2:	The Hero is tossed around like a rag doll, but manages to keep his grip on to the log he had grasped. All that happens is he gets a few lumps and scratches, and a whopping headache, totalling D8 Wounds.
3-6	The Hero manages to reach safety with the rest of his team.

447 - Unexpected Shortcut

Writer: Perry Grosshans

The Heroes awake the next morning to find themselves surrounded by strange purple lights and dense violet fog.

After a few moments of panic, the fog lifts, the lights dissipate, and the Hero Posse finds itself just outside the Frontier Town they were travelling towards! Ignore any remaining Travel Hazards.

448 - Nice Bandido

Writer: Nuno de Sá

A bandit dressed in bright colored clothing leaps from behind a tree. He says he gives money to the needy, and takes from the rich and selfish. There is something about him that is strangely pure. All heroes in the posse are proud to have met this character

Every Hero that haves less than $100 receives a bag full of D6*$20 from the nice bandido.

Any Hero that haves equal or higher than $100, gives the nice bandido $50

The nice bandido then runs into the forest.
Outlaw Characters are immune to the nice Bandido charm and refuse to give any money but are welcome to receive any, if that applies

451 - Jargono Wanderer

Writer: Cliff Odell

The Posse encounter a fit and well armed figure who appears to be a native from Jargono. The native has several scars and seems pretty serious, but is actually friendly after greetings are exchanged. Some food and drink are shared and the native reveals that they are wandering the desert in search of knowledge in some sort of quest.

One at a time each Hero in turn may try and add to the native's knowledge by making a Lore 5+ test. However if the roll includes more than two 1's for this test the Hero has inadvertently insulted the native, who promptly leaves. This encounter is considered over. The Hero gave it a good shot though, so gains 5XP for trying, as does any Hero who tried before them and failed, but did not insult the native. Note that a Jargono Native hero may ignore any 1's rolled on this Lore test.

If the test is passed, the native learns something useful from the Hero. The Hero gains 25XP. The wanderer also tells them about some of the habits of the beasts in Jargono. The next time the hero is in the Jargono Other World they may ignore one Ambush attack of their choice, treating it as a normal attack instead. Note this bonus cannot be used if a scenario states that a specific Threat comes into play as an Ambush.

452 - Treacherous Path

Writer: Walter Gagajewski

The path ahead is treacherous and dangerous

Roll D6.

D6	Result::
1:	The party has fallen in a huge pile. Each hero then rolls another D6: 1 means the hero looses a random Gear. 2-6 means the hero loses D6*$10 from their pouches

Any other roll, and the party manages to keep their footing.

453 - Bridge Destroyed

"Frontier Town Adventure Book" - Hazard 45

Located on page 21

454 - The Cat

Writer: Nuno de Sá

A small cat shows up behind some bushes and meows with affection. You realize he is young and is just looking for fun

Chose a random Hero

The cat starts chasing that Hero's mount with his sharp uncut claws. The mount is not happy and, although is not willing to harm the cat, it gets very nervous with the small bugger.

Perform an Agility 5+ Test

If failed, your mount is so nervous that you cannot control it. You go down. Take D3 hits for 2 damage each

All the other Heroes laugh. Who knew a hero could be harmed by such a small cat? A Hero can never be KO with this fall. The minimum health he can reach is 1

455 - Sleeping Under the Stars

"Frontier Town Adventure Book" - Hazard 51

Located on page 21

456 - The Girlish Grin

Writer: Graeme Henson (Hexcrawl)

The Posse stops to stretch their legs. A little sod house stands a ways off. Standing before the home's entrance, a haggard woman holds the hand of a little girl. The girl's grin chills the toughest of souls. In a voice much older than the small girl that stands before you, the girl demands that you take her on a journey. An uncontrollable urge compels you to oblige.

The girl demands to be taken to a Town out of your way. Each Hero must make a Willpower save at a -I. If all Heroes fail their Willpower save, the Heroes take the girl with them.

The strange girl have 6 Health and 15 Sanity. All Future Travel Hazard related Health and Sanity damage checks also apply to the girl. If either of the girl's Health and Sanity get to 0, the girl vanishes in thin air. All Heroes take 2D6 Sanity Damage.

Upon reaching the Town, the girl vanishes and a Random Building in Town is Destroyed.

Otherwise, if any Heroes succeed against the girl's psychic onslaught, she lets out a horrific scream that burns your mind. Each Hero gains 15 XP and takes D6 Sanity Damage (no Willpower save).

457 - Phantom Horse Stampede

Writer: Cliff Odell

A mob of phantom wild horses is stampeding through the land! The heroes must either steer clear or rely on their inner strength to avoid this furious force.

Each Hero may avoid the horses by making an Agility or Spirit 4+ test.

If passed the Hero gains 10XP for each successful roll, as they avoid the horses and catch a safe glimpse into the realm of phantoms and shades.

If the test is failed, the Hero is exposed to too much phantom energy at once, and takes either D3 Sanity hits or losses one Grit from the experience.

458 - The Eclipse

Writer: Darrell Jones

A creeping dark has been following the heroes since they left the mine. It's an eclipse! Darkness befalls the desert. The Heroes are in complete darkness.

This is no "normal" eclipse, though. The Heroes seemed to be trapped in darkness. It's as if the whole world is cast into darkness - yet there is an uneasy feeling within the shadows.

Until the start of the next mission, the Heroes and the Town they travel to is cast in darkness. If there are more Travel Hazards after this one, the heroes must test higher for any attribute test. For example, if the test says test Lore 5+, it is now 6+.

In town, the Heroes find that all Town folk are scared and suspicious; even of each other, but especially of travelers.

All financial transactions, whether for gear, training, medical assistance...everything, is now at a 25% markup. If heroes are required to roll for price, then do that first and add 25%.

Each hero can test Cunning 6+ (modified from above already) to have the 25% markup removed. If they fail, the markup is now 50%.

461 - Circling Vultures

"Frontier Town Adventure Book" - Hazard 53

Located on page 21

462 - Raging River Rescue

Writer: Graeme Henson (Hexcrawl)

As you ride beside the river, you see someone clinging for dear life onto a branch as they go speeding past the Posse downstream. You only have seconds to act!

Any Hero can try to save the strangers life. **Perform a Agility 5+ test and a Strength 5+ test**

Chose one random willing Hero at a time to try save the stranger

If successful, then the poor stranger is pulled up from the river and thanks you profusely. Whomever successfully pulls the stranger up gains D6x$25 and recovers 1 Grit. If no one rescues the stranger, then each Hero takes D3 Corruption Hits.

If a Hero fails and rolls any 1s in the process, then they get caught up in the river themselves and will need to be rescued by another Hero who will need to make the same roll (the same condition applies to all Heroes who attempt this).

Heroes may either attempt to rescue the stranger or another Hero, but not both. Those that aren't rescued will be carried away by the current for a few miles before you're able to clamber to safety. Any who are not rescued take D6 Hits, lose D3 Random Side Bag Tokens, and roll a D6. On a 1, a Random Gear or Artifact must also be discarded.

463 - River Passage

Writer: Graeme Henson (Hexcrawl)

A small ferry travels the river up and downstream. If you want to, you can call to the owner of the boat to book passage.

Any Hero can pay 30$ to book passage. If you do so, you will ignore the next Travel Hazard as if you are not there

464 - The River Serpent Lurks

Writer: Graeme Henson (Hexcrawl)

Something is moving beneath the water, every so often you catch sight of a scaled form just breaking the surface. There's a palpable sense of dread in the Posse when you think about what might happen if you were to try to cross that river.

This is the only passage moving forward and have no alternative than be attacked by a savage river monster, it's hunger for flesh and Dark Stone brought alive by your passing!

Each hero can distract the Best by throwing a Dark Stone into the river, escaping the river monster's wrath.

If you choose to not sacrifice a Dark Stone, take D8 hits

465 - Down to the River to Pray

Writer: Graeme Henson (Hexcrawl)

A group of singing church-goers is on their way to the river for some baptisms. They invite your Posse to walk with them to the river and join in their fellowship.

Each Hero may have a 'Conversion' performed on them for free. This is the exact same as the Service of the same name that can be purchased at a Church Town Location.

466 - Row Row Row your Boat

Writer: Graeme Henson (Hexcrawl)

The Posse comes across an old boat run aground. The boat still seems to be in good shape, you could take it for a quick jaunt down the river if you wanted to.

The Posse may travel in this boat. If they decide to do so, the posse ignores the next Travel Hazard

467 - The Eastern Crystal Pylon (Advanced)

Writer: Nuno de Sá

You have found a Crystal Pylon on top of a carved stone structure. Two Scourge Rats are carefully sculpted in front of the structure.

A bronze plaque reads: "Ritual of Cunning"

You see a number of holes aligned nearby the stone structure. You also notice a mechanism. When activated, some of the holes are filled with water, while others go dry. You try the mechanism some more times but can't figure out exactly how it works and what is its purpose.

Each hero make a Cunning 6+ test

It's a puzzle and the mechanisms must be pushed in a certain order. If passed: The Hero is able to fill all holes with water using the mechanism. Gain 1 Cunning permanently.

Any Hero that previously found and sucessfully completed the tests of all Pylons (Agility, Cunning, Lore and Strength), gain +1 Health and +1 Sanity Permanently.

468 - The Book of the Dead

Writer: Nuno de Sá

A dark figure approaches, surrounded by a mysterious, foggy aura. You are alone and you are naked. You try to run but you can't. Horror takes control of your mind and body as the figure whispers. "Mortal, I come to you with a gift of the shadows. You have been chosen to become the hand of death. Accept my gift and you shall be rewarded"

You wake up sweaty and fainting. That was a really bad dream. You take some time to catch your breath. Suddenly you realize that in front of you a book levitates, dancing with your will. The tittle catches your attention. The Book of the Dead. You pick it up:
Inside, a clear message is written on the first page: "Write the name of the creature you want to kill and it shall be dead. One name you have, any name you will. The book of the dead will vanish with your sin"

Each Hero performs a Spirit test and sum all dice.The Hero with the highest score has been chosen by the book to become its owner. At any moment (use same rules as Side Bag Tokens) , that hero can decide to kill an enemy during a fight (enemies that provide XP per hit plus XP when they die are considered to be too strong and resist the effects of the book).
The Hero then receives half of the XP for the enemy's death and takes D3 corruption hits without willpower save. When used, the book vanishes.

The Book of the Dead can be sold in the Street Market, in Town. Every day the hero visits the Street Market, he rolls a D6. On the result of 5-6 he finds an occultist that is willing to buy the book for $300.

471 - Skin Walkers

Writer: Darrell Jones

The heroes encounter a group of women dressed irregularly. Closer inspection reveals that these women are wearing the skin of other people!

Each Hero immediately takes D3 Sanity.

As the Skin Walkers get closer, the heroes see they are brandishing large knives and machetes. They mean to butcher you and wear your skin! The heroes have these women outgunned, but they still attack. Each hero rolls D6.

D6	Result::
1-2:	The Skin Walkers overpower that hero and carve out skin to include in their "suit." That hero takes D6 Wounds ignoring Defense. That hero is now -1 Agility and -1 Strength until they can see a Doctor in town. That hero gets 15XP.
3-4:	The Skin Walkers attack ferociously but the hero is ready. They defeat these women, but not before they got some deep cuts in. That hero takes 1D3 Wounds ignoring Defense then receives 25XP.
5-6:	The heroes are ready! The Skin Walkers attack to no avail. The hero defeats the Skin Walkers easily and receives 50XP.

472 - THEM!

Writer: Darrell Jones

The local army ants have apparently gotten into some Liquid Dark Stone. These ants are now the size of a man and are a serious threat to local towns, farms, and travelers.

The Heroes encounter a pack of 6 army ants building a nest. They have not notice the heroes yet. All heroes test Agility 5+. If all are successful, the Heroes sneak up on the army ants and assassinate them.

If any hero fails, the army ants turn and attack! Each hero suffers D6 hits. Each hero with a dynamite token or a Cocktail Molotov, must discard it to destroy the army ants. If you do, each hero gains 50XP.

If you do not have Dynamite tokens, you can toss all Fine Cigar tokens and Whiskey/Tequila tokens to create crude Molotov Cocktails. If you do this, each hero gains 25XP.

If you do not have any Fine Cigar and Whiskey/Tequila tokens, then the Heroes cannot defeat the army ants. Each Hero turns and runs. Each Hero rolls a D6. On a result of 1, drop and lose a random Gear card.

473 - Night of Terror

Writer: Nuno de Sá

You stumble upon what seems to be the home of a Large Bear. As you carefully try to go back and avoid this place you realize it's too late. It's not really a bear. One enraged beast emerges from the dark and quickly attacks

Draw a random Jargono Map Tile. Ambush Attack. One Enraged Night Terror covered with blood is out of control and attacks the Posse. (+1 Elite Ability and +5 health per Hero in the Posse)

474 - The Spirit Animal

Writer: Darrell Jones

Any Hero with the Tribal trait or a Spirit of 4+ sees a Spirit Animal just off the trail. The creature is keeping pace with the heroes but looks to be "inviting" them to follow them somewhere.

These Heroes can decide to whether or not to follow the Spirit Animal. If they do not, the Spirit Animal runs off into the bush never to be seen again.

If the heroes do decide to follow him, they are led into individual caves where they see the Spirit Animal stop near a wooden crate.

Each hero rolls Luck 4+. If they fail, the Spirit Animal disappears along with the crate.Each hero that passes, opens the crate to find D3 Darkstones. The Heroes then find their way back to the rest of their group.

475 - The Circle of Statues

Writer: Oscar Andrés Schwerdt

The sun is hot as hell, and your eyes are filled with dust. The water and food remaining in your mounts side bags are running dangerously low. You see a valley entrance cracking between the mountains that you are trying to round to reach the next town.

Choose:

Keep your way:

The posse decides not to explore the valley. You can't afford losing a day of rations in a possible dead end. This Hazard os over.

Explore:

You think that the valley may be a shortcut, and you are determined to take the risk.

All posse members take D8 Wounds for the thirst and hunger of taking more time to reach town.

After a few hours of traveling through the mountains you reach a place full of green grass, frugal trees, and variety of animals and insects that has no fear of you. In the middle of that beautiful place you see a circle of tall statues. Perfectly sculpted mutations cover the statues bodies but what truly captures your attention are the faces... peaceful faces... like you have never seen before.

All Heroes perform a spirit 5+ test

If at least one Hero failed:
After contemplating the wonderful place, you see the valley exit, and you leave this place. All heroes lose 1 Grit.

If all Heroes succeed:
You sense that the statues are calling you. The posse enters the circle, your bodies start to feel lighter and your minds are at peace. After a blinding glow, a random mutation is healed off your body as you levitate.

If you don't have a mutation to heal, you have a divine revelation and permanently win +1 Spirt

After leaving the valley you look back only to see nothing. The valley is no more. You think that maybe that's a good thing. That place was not meant to be corrupted by the hand of man.
All Heroes gain 20 XP.

476 - Well Water

Writer: Darrell Jones

The posse come across a farmstead and sees the entire family out by the water pump.

As soon as the family sees the group, they ask for your help.

It seems they have a problem with their water pump. The heroes head over to see if they can help.

The handle is seized, but the group thinks they can get it moving

All Heroes perform a Strength 5+ test

If no Hero passes, the group is unable to help and move on. This Hazard is over.

If any Hero is passes, they successfully free the handle and after a few pumps, water starts flowing. Each hero gains 25XP.

Roll a D6.

D6	Result::
1-2:	The water flowing from the pump quickly turns to blood. The heroes uncover the boards around the pump and find a horrific site, this family has been murdering people and throwing them in this pit to rot. All heroes take D3 Sanity Hits. The family flees before the heroes even notice.
3-4:	The water turns from crystal clear to steam! The ground around them gets hot and lava starts seeping into the soil. Soon, the entire field is consumed by lava. Each hero takes tests Agility 5+ to avoid the lava. Any fails and the hero takes D3 Hits. If any hero rolls more than one 6 on that Agility test, they are able to save the family. Each hero that rolls more than one 6 gains 50XP. If two or more heroes fail, they are unable to save the family before they are consumed by the lava. Each hero takes D3 Sanity Hits avoiding Willpower.
5-6:	The water is wonderful! But there's something about it - it's almost magical. Any heroes with an injury, may choose to roll a 1D8. On a result of 8, the injury is healed! Any hero rolling a 1, 2, 3, 4, 5, 6, or 7, the water makes you nauseous, but there is no effect.

477 - The Haunted Church

Writer: Darrell Jones

Rumors have swirled about a burned down church where the only victim, the priest, haunts the place with wails of pain. Naturally, no one will step in willingly.

The fire was supposedly an accident - struck by lightning during a storm. The priest had been asleep

The heroes come across the church and decide to investigate

If the Posse does not include the Priest/ Nun, then all heroes test Cunning 5+.

If no one passes,
Nothing happens and the heroes leave. This Hazard is over.

If any Hero pass,
The ghost of the priest appears and tells them that his death was not an accident, that the fire was set by a man named Shawn Montgomery had set the fire on purpose and that he is trapped here until that mean meets justice.

He pleads with the Heroes to help him. He wants you to find the sheriff and tell him to investigate Shawn Montgomery about the fire. He also says he will "bless" the group.

The heroes agree.

Any hero that visits the Sheriff in the next town, receives 50XP.

If all Heroes visit the Sheriff, then all receive a vision that night while sleeping. The priest has blessed them with a Ghost Shirt.

All Heroes are now +1 Defense for all Ranged attacks for their next fight. They all awaken knowing that the priest's spirit is at rest.

After that, the Ghost Shirt disappears.

If the Heroes do not visit the Sheriff or there is no Sheriff in the next town, the heroes receive nothing.

478 - Prison in the Woods

Writer: Nuno de Sá

You find a rusty, old house laid to waste in the woods. Perhaps a good sign, a place to rest.

You try to enter but the door is locked tight. You find odd that this house haves no windows.

Someone in the Posse can try to open the door.

Any hero can try with a Strength test 5+ (bust the door) or a Cunning test 5+ (picklock the door).

Heroes take turns to try. The Hero that succeeds wins 30XP.

If all Heroes fail,
You leave the area. This Hazard is over.

If you are able to open the door,
Inside you find a dozen kids in a very difficult situation. They are starving, thirsty and the horrific smell indicates that it has been a long time since they last took a bath. They can barely walk or talk due to severe weakness.

All Heroes take D3 Sanity Damage as a result of the horror they witness.

You feed the kids as much as you can and free them

After that you can:

Leave the kids to their fate and leave the area
All heroes take D8 Sanity Damage without Willpower... This Hazard is over.

Take the kids with you to your next town.
The Hero that rolled this Travel Hazard rolls an additional Hazard. This represents the extra time the posse will take to reach the next town with the kids.

When you reach Town, you deliver the kids to the Sheriff. No need to visit the location as the entire town will stop as you enter and the sheriff will come to you.

All Heroes recover one Grit. Also, every hero can ignore the first Unwanted Attention Marker they win during that Town Stay.

481 - Snapped!

Writer: Darrell Jones

The travels and recent expeditions have certainly taken their toll on the heroes. They have all seen and done things - unspeakable things, that are weighing on their minds and very souls.

The Hero with the most corruption points* just snaps and attacks a random hero. Choose the last equipped ranged weapon and resolve its attack. Handle as normal. Do not use dynamite for this attack. If there is no ranged weapon, use the last equipped melee weapon. After the attack, the heroes tackle and restrain the attacking hero. He's got Dark Stone Fever and needs to be treated by the local Doctor at the nearest city. There, pay $250 to have the fever cured.

*If there is a tie for most corruption, count dark stone items. If that is still a tie, roll a die, the lowest roll snaps. Roll until you have a loser.

482 - Outlaws on the Road

Writer: Nuno de Sá

A Posse composed of what seems to be dangerous individuals cross your path. You do your best to try to avoid them just to avoid wasting time. And they get closer, you have no doubt that this are potential Outlaws.

Roll a D8:

1– The Outlaws start shooting. It seems you are crossing their area of control. All heroes take D6 Wounds as a result. You shoot back. Every hero with ranged attacks performs an Agility 6+ test. For each 6, you have killed an Outlaw and gain 20 XP for each you kill.

2 – The Outlaws catch the Posse. They seem to be looking for something. If you have any Law Hero on the Posse, the Outlaws immediately react and start shooting at them. Any Law Hero takes D6 Wounds without defense. Then you run.

3 – The Outlaws ignore you. They are too busy. Further down the road you find a couple more. This area is infested with Outlaws. Next Town stay will be on an Outlaw Town (according to Frontier Town rules)

4 – The Outlaws catch the Posse. They are harmless and are just looking to buy some Whisky or Fine Cigars. You can sell each for their base value + $20. If you don't have any to sell, they will be upset and try to rob the Posse. "Hand over your money or die".

You can either give them all your money or fight back. Draw any random Tile and use it as scenario. Roll a . This is the number of bandits you are facing. They have an extra elite. Also, draw a card to identify what type of Bandit they are (according to Frontier Town rules)

5 – The Outlaws catch the Posse. If you have a Hero with the "Outlaw" Keyword, they recognize him immediately. They say they are proud to meet him. Any Hero with the "Outlaw" keyword recover 1 Grit.

6 – The Outlaws ignore you

483 - Tides of Time

Writer: Nuno de Sá

There's an electric sensation in the air. Humidity and strong winds punish the area and those that are unlucky to pass by. You sense that the void is strong in this region.

During your next adventure, every time you draw a map Tile roll a D8.

If the result is 1, the Darkness Marker moves one position up.

If the result is 8, the Darkness Marker moves one position down.

Only the Lantern carrier can roll this dice.

484 - Jackalopes!

Writer: Darrell Jones

As the heroes approach the crest of a hill, they hear what sounds like a stampede far off in the distance. They quickly realize that it is not a stampede of cattle, but a stampede of Jackalopes!

Jackalopes aren't dangerous, as they won't attack, but their antlers could do some damage during a stampede. Jackalopes are also good eats, and their pelts are worth some money.

Each hero rolls a D6. On a roll of a 1, that Hero suffers D3 hits as the antlers shred their legs as the Jackalopes run by.

On a roll of a 2-6, the Hero is able to kill that many Jackalopes as they run by. The heroes collect the pelts of the Jackalopes they kill and can sell them in town for $25 each.

485 - Travelling Doctor

Writer: Perry Grosshans

The Hero Posse meets up with a wagon. The driver introduces himself as Dr. Ishmael MacLeod, a doctor travelling the frontier.

He has D3 Bandage Tokens for sale at $25 each, and D3 Tonic Tokens for sale at $100 each.

Also, he can attempt to Heal Injuries as per the Doc's Office location in the Frontier Town for half the listed price.

Unfortunately, Dr. MacLeod cannot heal Mutations.

486 - Sunny Days

Writer: Nuno de Sá

After some bad weather days, the weather is finally starting to calm down. The sun is bright in the sky and you can hear some birds singing. This area seems to be less affected by the recent events that started to hunt Brimstone

Next Town you stay cannot be by any of the following:
"Plague, Ruins, Mutant, Haunted"
This overrules any other Travel Hazard that results in finding a specific Town Type

Also, the Town cannot have the Mutant Quarter location but must have a Church location

During the next adventure, any time you draw a Darkness card, roll a D6. On the result of 5 or 6, ignore it.

487 - The Ghost in the Woods

Writer: Nuno de Sá

Local rumours about a ghost that lives in the woods that lie ahead. It seems he likes to play tricks on Travelers.

All Heroes perform a Spirit 6+ and a Lore 6+ tests as they travel through the woods.

If you fail both tests, you have never heard of such a stupid tale. Your faith is week but not so much to believe is something you have never heard of.

If you fail the Spirit tests and succeed the Lore test, you have heard of such story before but your faith is week. You know how scary this ghost can be. This though tricks your mind and you cannot avoid it. You are very scared. The Ghost can only plays tricks on those that fear him Rolls a D6:

D6	Result::
1-2	You lose a random Gear, if you have (Artifacts, Personal Items and Starting Gear not affected)
3-4	You lose a random Side Bag Token. If you don't have, you lose a Grit instead. If you also don't have Grit, you lose 50XP
5-6	The ghost scares you and you lose D6 Sanity

If you succeed the Spirit tests and fail the Lore test, you have never heard of this ghost before but your faith is so strong that you do not fear any Legends or Tales. Gain 20XP

If you succeed both tests, you know all about this ghost and your faith is too Strong. You do not fear him. Furthermore, the ghost feels your inner strength and fears you. Gain 1 Grit and 30 XP.

488 - Tree Falling

Writer: Nuno de Sá

While you are packing up to leave the campsite, someone yells: "WATCH OUT!"

A tree is falling down

All Heroes perform an Agility 6+ and Cunning 6+ tests

If you failed both tests, you don't move but you embrace despair, frozen in fear. Luckily, the tree does not fall on your head. Take D6 Sanity Damage

If you passed the Agility test but failed the Cunning test, you are too fast and move... in the wrong direction. Right into the place the tree falls to. Take D8 Wounds. Roll a D6. If you roll 1, roll once on the injury chart.

If you failed the Agility test but passed the Cunning test, you are slow, but it suits you. You know the tree is not going to fall on your head. It's like you see the tree falling in slow motion. Nothing happens.

If you passed both tests, you are fast, too fast and you know exactly the place the tree is going to fall. You perform a trick worthy of a Cat just to show your fellow Posse members how great you are. Gain 50XP

511 - Gold Panning

Writer: Graeme Henson (Hexcrawl)

As you search along the banks of this river, you come across an old Prospector, panning for gold.

Just as you pass by he jumps up in exclamation. He's struck it rich! He dances about wildly, but then slows when he notices your Posse draw near.

The Prospector has suddenly grown suspicious of your Posse.

Choose one Hero to perform a Cunning 5+ Test

If you pass this test, the Prospector gives the Posse D6x$50 to buy your silence about the location of the gold deposit.

If failed, the Prospector whips out his pickaxe and chases you varmints away for trespassin' on his property!

Each Hero takes D3 Hits and runs away back where you came from. The hero that rolled this travel hazard, adds another Travel Hazard to the travels

512 - Ruins of the Old World

Writer: Graeme Henson (Hexcrawl)

The bridge crossing this part of the river is an elaborate stone affair, with some complex artistic reliefs carved into the arched sides and supports.

All Heroes perform a Lore 5+ test

For each 5+ that a Hero rolls, they gain 20 XP. If the Posse collectively rolls more successes than there are Heroes in the group, they discover a puzzle worked into the artistic reliefs on the bridge. How to solve the puzzle:

Perform a Cunning 4+ Test and then a Agility 4+ Test

To determine the order of which heroes will try to solve the puzzle first:
Roll a D6 and add it to their Initiative, the highest number goes first. Each Hero may only attempt these tests once.
The first Hero to complete both tests draws a Loot card

513 - Lost in the Fog

Writer: Nuno de Sá

A thick fog obscures your vision. You can barely see..

A thin voice calls far away: "Mother... mother... help me.... "
The posse may decide to go in the voice's direction or just ignore it

If you decide to go into the voice's direction:
All Heroes perform a Luck 6+ and Cunning 5+ tests

- If every Hero fails the test, you could say that you have tried hard but was not able to identify where the voice came from. eventually the voice went silent. the search is over and the party moves forward:

- If at least one Hero succeed the test:
You find a girl lost in the fog. she is very scared and you try to calm her! Roll a D6:

D6	Result::
1:	The mother of the girl suddenly appears as you try to calm her. With her, a posse of 10 man quickly pull their guns at you and start shooting. You retreat! Each Hero takes D8 Hits.
2,3,4:	You are not able to calm the girl. A posse of 10 men appear and immediately take the girl from you. They grunt before they leave.
5,6:	You are able to calm the girl. She smiles in comfort when she understands you mean no harm. Eventually you find a big group of peregrins. A tall women rushes to the little girl and hold her thight. The women thank you and give 50$ to each hero.

514 - Nightmare Ram

Writer: Graeme Henson (Hexcrawl)

Before you, stands a weird half-goat, half-man beast, a Nightmare Ram! The beast carries a lantern and stares intently at you with cruel eyes as it guards what looks to be a riverside garden of some sort.

The weird beast charges at the party, out of fear or malice you cannot say. Each Hero in the party takes Hits and the thing wades out into the river and escapes.
If nobody in the party takes any Wounds from the assault, the Nightmare Ram also drops his intricate Lantern, carved of bone! This Lantern can be used to make separate Hold Back the Darkness rolls (make two sets of rolls, only move the Darkness marker if both rolls fail). This Lantern will last until the end of your next Mission, at which point it crumbles apart.

515 - Deputies & Desperados

Writer: Graeme Henson (Hexcrawl)

A group of lawmen and some outlaws have gotten themselves into a shootout, the outlaws seem to have the upper-hand as the lawmen are pinned down and can't retreat with the river at their backs.

You may choose to help either the Outlaws or the Lawmen. If you assist the Lawmen, the Outlaws are killed and each Hero in the Posse gains 50 XP. If you assist the Outlaws, the Lawmen are killed and each Hero in the Posse gains D3x$50. If there are any 'Law' Heroes in the Posse, you must help the Lawmen.

516 - The Ferryman

Writer: Graeme Henson (Hexcrawl)

You see a figure clad in a dark cloak atop a ferry, their face obscured from view. The figure stretches out a bony hand, as if waiting for payment. In a gravelly voice the figure makes the Heroes an offer to forestall their own demise.

Any Heroes may pay the Ferryman with Dark Stones to gain 1 personal Revive Token. This Revive Token may only be used by the Hero that paid the toll and may not be transferred to any other Heroes. Each Hero may only buy one Revive Token.

517 - The Mist

Writer: Darrell Jones

The heroes are suddenly surrounded by a dense mist. They can barely see each other even though they are mere feet from each other. After a few minutes, they start feeling as if something is picking at the back of their mind. There is something causing them to see their worst fears.

Each hero rolls on the Madness Chart. Rolls of 11 and 12 are ignored on this chart. Cannot be healed. The effect goes off after the end of the next mission. Heroes can roll a Lore 6+ or Cunning 6+ test to see if they are strong enough to resist their fears. Any hero that passes gains 50XP.

518 - Void Beast

Writer: Nuno de Sá

You find two men hiding behind some rocks. You ask what they are doing. "Shhht, keep quiet", one of them say. "We have sent a scout ahead to search the area... We have heard rumours about some nasty beasts or god knows what else in the area. Our scout have a Cavalry horn. We plan to wait until he plays it. If he plays one time, the path is free, if he plays it two times, it means he found something and we need to go to him. If he plays..."

A horn... at the distance sounds the alarm. Everyone goes silent waiting for the number of times he will play.

Roll a D3. This is equivalent to the number of times you will hear the horn

D3	Result::
1:	Nothing happens. You can proceed
2:	You follow the two men into a small valley ahead. A large creature, different from everything you have ever seen eats the remains of a dead body. The creature is feeding and ignores the Posse, but the smell is too intense and impregnates the entire area. Each Hero takes D3 Corruption. The two men ran away the moment they lay eyes on the creature. You can decide to run or fight it. If you run, you can proceed to the next Hazard. If you fight, go to the last part of this Hazard. *
3 –	A third man appears out of the woods, running in your direction. He does not stop, he passes by and contiues running. "That was our scout!" A large roar echoes the area. Something is purchasing the scout. A large beast appears. There is no time to run, you have to fight. The two man obviously manage to escape and leave the Posse face to face with the beast.

*How to fight the beast:
The beast haves a very though skin, as if, made of stone. You find that all your hits barely scratch the creature. You need to find another solution:

You can either kill the creature with Dynamite (a Hero can discard the token) or trick it to fall down a near ravine with a Cunning 5+ test (each hero can only try once). You cannot try to trick the creature down the ravine before using the dynamite.

If the Posse kills the creature, all Heroes gain 50XP

If none of the Heroes have a Dynamite token and all Heroes fail the Cunning Test then the Heroes are in trouble and run. All Heroes take D3 Corruption Hits and D6 Wounds

521 - Men of Stone and Sorrow

Writer: Graeme Henson (Hexcrawl)

You stop by the river to get yourself a drink, as you bend down and cup your hands for some water, you see something strange. At first it appears to be a statue beneath the water, but it begins to swim towards you at a rapid pace. A stone figure reaches through the water at you and is trying to pull you under!

A random Hero performs an Agility 4+ test

If the Hero successfully dodges the attack, he gains 25 XP. If failed, this Hero is dragged into the water and becomes infected with 'Greyscale', an illness that slowly turns a Hero to living stone!

Each time this hero starts an adventure, after becoming infected, he gets -1 to Initiative, and roll once on the Madness Chart. He also get's 6+ natural armor on the beggining of his second adventure and 5+ natural armor on the beggining of the 4th (this is not comulative with any mutations that provide armor or with any equipement with the keyword "chest")

After 4 full adventures, the Hero will die and it's body permanently changes into a statue.

The only cure for Greyscale is to be bitten by a Void or Undead Enemy. After receiving 1 Wound from a Void or Undead Enemy, the effects of the disease are removed at the end of the Mission.

522 - Flash Flood!

Writer: Graeme Henson (Hexcrawl)

Dangerous flash flooding upriver has surprised your group. The rush for high ground is on and it's everyone for themselves!

All Heroes perform an Agility +4 test

Any Heroes that fail lose a Random Gear item from their inventory. Each Hero may make a Combat roll (deals no damage) to swap one of their die results with another Hero's (each Hero may swap once).

The order of which heroes decide with whom to swap first is by initiative + a D6

523 - Deep Hatreds

Writer: Graeme Henson (Hexcrawl)

A tribe of Serpent men have taken up residence on this part of the river. Though their features appear misshapen and horrible to behold, they're not immediately attacking you. They seem to have the same level of disgust and trepidation towards you as you do of them.

Each Hero takes D3 Horror Hits. If anybody takes any Sanity damage from their initial scare, a fight breaks out and each Hero takes D6 Hits. If nobody in the Posse takes any Sanity damage from this, they see past the serpent mens' frightening exterior and begin a dialogue with them. Heroes may buy Purchase Items from these Serpent men (draw 3 Jungle of Jargonno Artifacts. you can buy them for the base value + D3*$100

If the posse haves a Jargono Native in their ranks, he may try a Lore +5 Test to make the party immune to the initial horror hits.

524 - Army Convoy

"Frontier Town Adventure Book" - Hazard 54

Located on page 21

525 - Starving Dog

Writer: Nuno de Sá

A dog approaches the Posse carefully. He looks like he is starving. It is obvious this dog needs some food. He does not seem upset and is somehow curious.

Only the Hero that rolled this Hazzard can interact with the dog

Choose:

Ignore the poor dog. Take 1 Corruption Hit without Willpower

Kick him to go away: Take 1 Corruption Hit without Willpower

Try to feed the dog. **Perform a test Spirit 4+**
If you succeed, you feed the dog. Heal D3 corruption and win 25XP. If you fail, the dog is not happy about how you approached him and bites you. Take D6 Hits

Try to pet the dog. **Perform a test Cunning 5+**
If you succeed, the dog is happy but is still angry for food. He leaves. Take D3 Corruption Hits and win 25XP. If you fail, the dog is not happy, he bites you before he leaves. Take D6 Hits

Try to pet and feed the Dog You feel like a true Dog Whisperer. **Perform a Spirit 5+ test, a cunning 5+ test and a Lore +5 test**. If you succeed, congratulations, you have won a dog as a companion (use the allies and companions book) and win 50XP. If you fail, the dog gets enraged, he mistakes you for food and then attacks. Take D8 Hits plus D3 corruption

526 - Void Hound Attack

"Frontier Town Adventure Book" - Hazard 56

Located on page 21

527 - The Cursed Valley

Writer: Nuno de Sá

You keep seeing the same small valley for the last past miles. No matter the direction you take, North, South, East or West, you always end in this valley. Are you lost? You feel as if you are crossing a cursed land. A land that will not allow you to leave.

Choose one Hero to perform a Cunning 5+ test

This test represents the Hero performing a Scout mission, leaving the Posse behind, while marking his path with some stones. If he fails the Cunning test, he will come back to the same place where the Posse is and also takes D3 Sanity Damage. Repeat until one Hero was successful. If no Heroes were successful, you are forever lost on the Cursed Valley. Or at least you will spend 1 month trying to find an Exit. All Heroes lose 1 Grit and 50 XP. (The Indian Scout automatically pass this test)

If the scout Hero succeeds the test, he will have found a possible exit, returning and leading the Posse out of this Cursed Vale. All Heroes then recover 1 Grit.

528 - Molotov Cocktail Schematics

Writer: Nuno de Sá

A lone grizzly old man sits on top of his old Wagon that barely seems to hold without falling apart. A white long beard hides a smile that his eyes won't deny as he commands his old horses to stop. "Hello Strangers", he happily shouts. "Are you interested to learn some schematics? I can easily teach you how to create a Molotov Cocktail. You will need them in this woods hahahahaha. In return, all I am asking is that you give me one Whisky, one Bandage and a bit of Lantern Oil (one)". The old man removes a pipe from a side bag and starts smoking while waiting for an answer.

If the Posse owns the ingredients listed by the Old Man, he will teach every hero how to build a Molotov Cocktail.

Each Hero performs a Lore 5+ Test to see if they have learned how to build it. If failed, you gain nothing. If succeed, you learn the schematics and you win 20 XP.

How to Build a Molotov Cocktail: Simply mix one bottle of Whisky or Tonic with one Lantern Oil and apply a Bandage at the neck of the bottle. Cannot be created during a fight.
How to use a Molotov Cocktail: The same rules of Dynamite apply. For damage, the Molotov Cocktail does -1 damage than the Dynamites (minimum of 1 damage)

531 - The Storm
Writer: Nuno de Sá

Heavy rains have raised the waters higher than normal and the entire area has become flooded.

Two random Heroes add another Travel Hazard to this journey.

532 - Floating Body
Writer: Graeme Henson (Hexcrawl)

A corpse, bloated and rotting floats along the river. The body appears to be quite old and from where you are there's no way to tell the cause of death.

If the Posse decides to pull the body ashore, roll a D6:

D6	Result:
1-2:	Hungry Dead - As you pull the body up, it comes alive and begins to attack the Posse. A Random Hero takes D6 Wounds before you're able to kill the foul thing.
3-5:	A few coins - You rifle through the corpse's pockets and a random Hero finds D3x$10. Take D3 Corruption Hits for looting the dead.
6:	Something - Whether the fellah died for it or not, you can't tell, but a Random Hero finds something. Draw a Loot card. They also take D3 Corruption Hits for looting a corpse.

533 - Message in Blood
Writer: Darrell Jones

The Heroes come across writing floating on the path in front of them. "Curse all who continue on this path!" is written in blood. The words just float in the air at eye level, dripping in blood.

The Heroes can ignore this strange warning and continue on this path. If they do, **all heroes must test Lore 5+.**

If any heroes fail, all heroes are -1 Initiative for any encounter until they have this curse removed from the church for $50 each.

If the Heroes choose to heed the warning, all Heroes roll for a Travel Hazard.

This new Travel Hazard happens before any others left to resolve.

534 - Ragged Story Teller
Writer: Graeme Henson (Hexcrawl)

Sitting beside the river, an elderly woman dressed in patched gypsy clothing is washing some clothing, singing a song in a language you can only guess is European. Nearby you see an immaculately painted vardo and a horse grazing. The woman beckons you over and without introducing herself begins a story.

The woman weaves a tale of death & destruction, of tragic heroes & loves lost, of monsters slain and wrongs righted. When she has finished her story, she turns to a Random Hero and says that the tale she has just told, was their own future. That Hero gains a personal Revive Token. That Token may only be used by them and not transfered to any other Heroes.

535 - Frozen River
Writer: Nuno de Sá

The surface of the river here is frozen. You definately need to pass to the other side and the river is the only option available.

Every Hero rolls a D6 (one by one). You are going to try pass the frozen river.

D6	Result:
1:	The ice breaks and the Hero suffers D6 Hits from falling into the river.
2,3:	Roll again. You are trying to pass but still havent done it completely. You are still on the frozen river
4,5,6:	You made it

536 - Local Information
Writer: Nuno de Sá

A local farmer reveals some interesting details about the area.

You may cancel the next Hazard. If you do, draw another.

537 - Crimson Skies
Writer: Darrell Jones

The desert is suddenly bathed in a crimson light. The heroes look up and see the skies have turned blood red. They cannot see the sun or the moon.

Each Hero take D3 Sanity Hits.

As they blink their eyes in confusion, the desert and the skies are normal again.

538 - Sun-Bleached Skeleton

Writer: Darrell Jones

The posse finds the remains of some poor fool. His bones have been bleached by the sun, his clothes have rotted away.

Clearly he has been here for some time.

Each Hero tests Lore 5+

Any Hero that fails take D3 Sanity hits as the skeleton looks up at them and says their name!

Any Hero that passes the Luck 5+ test may perform a Scavenge Roll. If more than one 6 is rolled, the Heroes find Gear buried in the sand around the skeleton - draw a Gear Card.

Then roll a D3 for each Gear Card. On a roll of 1-3, the gear has weathered too long in the desert and is useless. On a roll of 4-6, you gain that Gear Card.

541 - Medical Attention

Writer: Graeme Henson (Hexcrawl)

A Doctor on his way to cover his rounds for folks out in the wilderness, slowly rides towards the Posse, his journey taking him in the opposite direction.

He notices the state of the group and asks if there's anything he can do to help.

You may pay for Medical Attention actions from this Doctor as if you were at a Doc's Office (do not roll for Location Events).

542 - The Tar Pits

Writer: Darrell Jones

Without noticing, the Heroes walk across a small tar pit. Through sheer will, they are able to pull themselves out, but have fully exhausted themselves.

Until the end of the next Mission, all Heroes have -1 to their movement rolls.

A roll of 1 still recovers Grit, but the Hero cannot move.

543 - Settlers

Writer: Nuno de Sá

The Posse comes across a wagon train looking to make a settlement. Having heard rumors about free land near a specific town they have packed up all their belongings

The Settlers ask you for an escort. (only if more than 2 hazards are left until you reach the next town)

If you accept, for every Travel Hazard you need to roll a D6:

D6	Result:
1	One or more settlers die as a result of the Hazard or any other afflictions. The settlers blame the posse and leave. Every Hero takes D3 Corruption Hits without Willpower
2,3	The Settlers decide to travel alone as traveling with the Posse is too dangerous. They leave you and curse you. Every Hero takes 1 Corruption without Willpower.
4,5	Nothing Happens
6	Ignore this Travel Hazard

If the settlers make it to town the posse is rewarded. Every hero receives D6*$100

544 - Circle the Wagons

Writer: Graeme Henson (Hexcrawl)

The Posse barely manages to take up defensive positions within a circle of homesteading wagons after coming across a pack of Stranglers. The homesteaders here have been massacred, but you don't seem to be alone. A group of Indian Braves have also ended up here and are helping to hold back the fiends.

All Heroes may choose to perform a Strength 5+ or Agility 5+ tests

For each 6 rolled, an Indian Brave is spared. If all heroes are successful, then the Posse and the Indians have managed to hold back the Stranglers until help arrives and drive the Stranglers off, each Hero gains 30 XP.

If at least 3+ Indian Braves are spared, then these Indians recount your bravery in the face of overwhelming numbers and each Hero that doesn't have the keyword 'Tribal' gains that keyword. If a Hero already has the keyword 'Tribal', he gets recognition from the indians then draw a loot card

If even one of the Posse fails, the wrangles are able defeat you, leaving the Indian Braves to their deaths.

Every Hero that fails take D8 hits

545 - The Big Race (Advanced)

Writer: Nuno de Sá

Something big is ahead! A large group of people gather together in a large campsite filled with tents and caravans. Some Cowboys patrol the outskirts of the camp mounted on their horses. As you approach you are amazed to feel the positive energy around. Children playing while their parents laugh and tell stories by the fires Some folks, wearing white dirty cloths, run around like crazy. You wonder what are they doing. "Welcome, welcome" A greeting Cowboy yells "Are any of you Doug? Do you know where Doug is?

Choose:

Reply that no one is Doug: "Well ok, then we need to start. I will tell the others to start the race. If you want, you can go bet on who you think might win the big race. No harm right? Just trying to make some honest money"

One hero declares that he is Doug: Choose a random hero. That Hero is going to participate in the Big Race as Doug

If no hero is participating in the big race and you don't want to bet, then you can simple ignore the rest of this Hazard as you posse leaves

If you stay to watch the big race, or bet or even participate, you will need to set up the race:

How to setup the big race:
-Choose 2 random jungle of Jargono tiles and place them after the Jungle of Jargon entrance tile. You need to decide the path of the race from start to finish as you draw the tiles.
-Place 4 runners on the start of the entrance of the Jungle of Jargono (the very first squares of the tiles". If one of the runners is a Hero playing as Doug, place it as one of the four. Use any other models you see fir (such as bandits) to represent the other models.

How to bet in the big race:
Each hero not participating in the big race can bet on a runner. Spend to a maximum of 100$

The Big Race:
On turn, each runner rolls a D6+4. This is their initiative. If some are tied, you will reroll those to check who will start to run first. If a Hero is running, his initiative is D6+initiative
Now that you have identified the initiative, it's time to start running. Each runner, by order of initiative, roll a D6+3. This is how much they will run.
On his turn, the Hero rolls D6+agility

The runner that gets to the finish line first, wins the race. If a Hero wins the race he also wins 100$ and a loot card

Anyone that bet on the first place, wins double the money they invested. Anyone that bet on the second place, gets the same money they invested. The others lose the money invested

546 - Indian Curse

"Frontier Town Adventure Book" - Hazard 61

Located on page 22

547 - The Prisioner

Writer: Nuno de Sá

A passing group of Deputy Cowboys stop by to greet your Posse:

"Howdy strangers, it's a fine day today. I hope you don't mind us. We are carrying the infamous Jim the Bullet. That's right, that man right there it's Jimmy"

It would be impossible to miss him. A man beaten so badly he can hardly speak is tied up on top of a mustang. His body is hurt but his face haves no expression, as if he feels no pain. He looks at the Posse for some moments, until he decides to ignore it.

"We still some days ahead before we reach the next Town. We could use your company. Are you interested to join our ranks? Old Jimmy's Crew could attack us any moment now and we could use an extra pair of guns. We pay good money, of course"

Choose:

Ignore the request and move on. Nothing else happens

Help the cowboys carry Jim the Bullet:

Obviously, you are attacked down the road. The bloodthirsty famous Jim's Crew fight furiously to get their Boss back:

Every Hero rolls for Agility test and sum all dices. This is the strength of the Posse

Then roll 3D6 for each Hero in the Posse and sum all dices. This is the strength of Jim's Crew.

If you win, you are able to carry Jim's tied up body until next Town. Ignore the next Travel Hazards You have reached Town. The deputies thank you and give the Posse $100 to each Hero.

If you fail, too bad. Old Jimmy was helped by his Crew. Each Hero takes D8 Hits.

548 - The Obelisk

Writer: Darrell Jones

On the horizon, the heroes see a strange building towering over the desert. As they approach, they realize quickly that this is not a building, but a structure - one that no way is humanly made. Getting closer, the posse realizes that this obelisk is hoyering a few feet off the ground and emanating a weird electric current that you can feel but not see.

Each Hero rolls a D6.

D6	Result:
1-2:	The humming electric sound from the obelisk increases in volume to a point that it seems to be starting from inside your head. Take D3 Sanity hits ignoring will power.
3-4:	You feel compelled to touch the obelisk. The hero is shocked and takes D6 Wounds ignoring Defense.
5:	You are repulsed by the sheer presence of the obelisk. You need to get away from it as fast as possible. Lose all your side bag tokens as you run away in fear.
6:	You vanish instantly without a trace. You suffer D3 sanity hits and find yourself in the strapped to a chair in the Church in town. Roll a Location Hazard for each Travel Hazard remaining for the posse. You can not do anything but wait. When the all Travel Hazards are complete, the posse finds you in town.

551 - Well Worn Wheel

Writer: Graeme Henson (Hexcrawl)

A passing stage coach has thrown a wheel and one of the passengers has suffered a severe wound to the head, if the Posse can lend aid they will be most appreciative.

Any Heroes that wants to may give up a Bandage or any other Wound-Healing Side Bag Tokens, then chooses from the following rewards: $50, a Whiskey Side Bag Token, or recover 1 Grit. Each Hero may only donate a single Side Bag Token for a reward. If nobody donates anything, each Hero in the Posse takes D3 Corruption Hits.

552 - Mail Carrier

Writer: Nuno de Sá

A mail carrier lies in the floor, half eaten by a pack of wolfs. He is barely able to ask you to do a last favor before he dies. "Can you please carry this letter to its destiny. I think this is important"

When arriving to Next Town, roll a D6. On the roll of 4,5 and 6, you have found the subject to whom the letter was sent. Each Hero in the Posse gains 50 XP and $100

553 - Stage Coach Mystery

Writer: Graeme Henson (Hexcrawl)

Bloodied bodies hang from the windows and drape the stage coach reigns. The horses are exhausted with fright and come to a halt in front of the Posse. Something doesn't seem right about the situation.

All Heroes perform a Cunning 5+ test

Each Hero that passes this test uncovers the mystery and immediately takes D8 Horror Hits at the sudden realization of what happened on that stage coach. Any Hero that rolls a 1, also rolls on the Madness Chart and gains a Madness. The details of the stage coach mystery are so horrific as to be beyond human understanding, let alone the written word.

554 - Bleeding Justice

Writer: Graeme Henson (Hexcrawl)

A US Marshal, tired and dusty, is approaching from the opposite direction. He has a gunshot wound and is demanding help from you in the name of the US Government.

If there are any 'Law' Heroes in the group, the Posse must collectively give up 3 Bandages or other Wound-Healing Side Bag Tokens to Heal the US Marshal.

Otherwise, it is optional. If they don't have enough or don't give, then Heroes with the keyword 'Law' each take D6 Corruption Points, ignoring Willpower, as they watch him die.

All other Heroes without the keyword 'Law' or 'Outlaw' instead take D3 Corruption Points with no Willpower save. 'Outlaw' Heroes are unaffected (but must still give up Side Bag Tokens if 'Law' Heroes are present). If the US Marshal is Healed, then each Hero that participated gains 20 XP and recovers 1 Grit for helping to nurse him back to health.

555 - Massacred Wagon Train

"Frontier Town Adventure Book" - Hazard 55

Located on page 21

556 - Interdimensional Smuggler

Writer: Oscar Andrés Schwerdt

It is a quiet night in the barrens. The stars are infinite, the moon shines like a river full of gold nuggets and the wind blows sweet, like the tender breath of a lover laying in the bed next to you.
Suddenly you sense the smell of wet soil. The rain sounds so loud that you cannot think in anything else. The tender blow of the wind became into a tempest.
You wake up afraid of the bad weather, just to see a flash. After that, the night was quiet like before you fall sleep. It was a nightmare? You suppose that, and go back to sleep.
The next morning you wake up hearing the complaints of the remaining Heroes of the Posse. You've been robbed.

All member of the Posse loses one random Artifact. If you don't have an Artifact, loose a Gear instead (Personal Items and Starting Gear not affected).
If none of the Heroes have any, this Hazard is over

Roll a D6

D6	Result::
1-4:	You gather your belongings and go back to travel. You are pissed and want to reach town as soon as possible. This Hazard is over.
5-6:	You believe that you saw something between some rocks.

You found an item, an odd dreamcatcher. You don't remember to saw that thing there before.

All Heroes perfom a Lore 5+ test

If you don't succeed, you can sell the object when you reach the next town. It's apparently a very rare find! All posse members gain 100 gold after dividing the money. At least you stop to feel so bad for the robbery. This Hazard is over.

If any of the Heroes succeed, you recognize the damn thing! It is the mark of the interdimensional smuggler, a Jargono Native that opens portals to other dimensions to trade and steal what doesn't belong to him.

Next time you travel to Jargono, you will be looking for the thief. You will find him at the same time you find the third clue on an exploration token while within Jargono. Time to get your stuff back.

Place a bandit (Frontier Town) on the map tile representing the Thief. He haves two extra elite ability. Draw a Jargono threat card according to your level, representing the Thief's protection. If you defeat all threats, including the Thief, you have a chance to recover your belongings.

Roll a D6 against each belonging lost.
On the Roll of 1-3, too late. The thief had already sold the item.
On the Roll of 4-6, you recover the item.

557 - Highwaymen

Writer: Graeme Henson (Hexcrawl)

A stage coach flanked by well-armed men all around it proceeds cautiously down the road. The men seem to be expecting trouble and one wrong move could provoke an altercation, especially with how heavily armed your group is.

All the players gather in a circle looking at each other. In unison, all players count from 1 to 30. The first player to blink during this time has caused some sort of misunderstanding. Their Hero gets shot and immediately takes Hits without Defense, all other Heroes take Hits in the resulting shootout.

All Heroes gain 10 XP. If the players all manage to make it without blinking, then the stage coach passes by without incident and all Heroes instead gain 20 XP.

558 - A Voice in the Wind

Writer: Darrell Jones

The wind picks up across the desert.

The Hero with the lowest Lore performs a Lore 5+ test

If more than one hero has the lowest Lore, then they tests Lore 5+ too.

If any Hero passes, he realizes it is just the wind blowing through the shrubbery.

On a failed role, that Hero hears voices on the wind (or are they in the Hero's head?) The voices are promising knowledge and power. The hero doesn't want to listen but are compelled beyond their control.

That Hero takes D3 Sanity hits as they believe the voices are real.

561 - Rambling Whispers

Writer: Graeme Henson (Hexcrawl)

A man dressed in a bloody coat meanders past you on the road, mumbling under his breath. You watch as he stumbles past and seems to disappear into the air. What did you just see?

Nothing eventful happens.

562 - The Preacher

Writer: Nuno de Sá

A lone preacher asks of he can join the Posse until next Town

The Preacher cannot heal any Hero but can hear their sins.

Any Hero that wants to confess his sins must be judged by the priest in the name of God.

The sinner must perform a Spirit 5+ test

If successful, the priest believes there is regret, the sinner heals any amount of D6 Health / Sanity.

If not, he takes D3 Corruption as the Priest curses the sinner.

A Hero can only attempt to confess his crimes to this preacher once during his lifetime. Even If you find this preacher again in your travels

563 - Black Blessings

Writer: Graeme Henson (Hexcrawl)

At this crossroads, a statue of eerie and unsettling aspect has been erected. It resembles a robed death, a bent crone, and some kind of snaky tentacle creature, all rolled into one hunched form.

Someone has left for this strange waygod an offering of a raw haunch of deer, dry and odorous and pecked by birds but new enough to be untouched by wolves or other creatures.

Any Heroes may give up Side Bag Tokens as an offering to the statue, then roll 2D6 once on the table.

For each additional Token offered beyond the first, add +1 to the roll. Otherwise, nothing happens if no offering is made.

2D6	Result::
1-4:	The hunched form was apparently angered by your meager gift as leeches begin to rain from the sky all around you. Each Hero suffers D6 Hits without de fense
5-10:	The curious figure takes no notice of your meager offering. Consider his apathy to be a blessing.
11-12:	The strange waygod appears to have been most pleased by your offering. Each Hero that contributed some thing may choose to have any one Mutation, Madness or Injury permanently Healed.

564 - Where the Deer and the Antelope Play

Writer: Graeme Henson (Hexcrawl)

A cadre of cowboys are gathered around a makeshift camp, resting, talking, playing songs, and they invite you to sit awhile with them and pass the time. The sight of so many friendly faces almost makes you forget about the trials and tribulations you've seen out on the road.

Each Hero may choose one activity to perform and perform a Skill Test

- Sing a song: Spirit
- Tell a Story: Lore
- Play a Game of Cards: Luck
- Drink some Whiskey: Strength
- Tell some off-color Jokes: Cunning
- Play the Knife game: Agility

For each 6 rolled, gain 20 XP. For each 1 rolled, take 1 Hit (D3 Damage) as either your chosen activity takes a turn for the worst or somebody takes offense and gives you a punch in the face.

565 - Godforsaken Efficiency

Writer: Graeme Henson (Hexcrawl)

The road here is lined with rows of burned out houses, with corpses stacked high. Their spines have been broken and they've been stacked neatly.

Each Hero takes Horror Hits as you recoil at the terrible efficiency of the scene around you. Something went through alot of trouble to horribly mutilate these corpses, yet neatly stack them along the roadside.

566 - Dust on the Horizon

Writer: Graeme Henson (Hexcrawl)

Something off in the distance is approaching the Posse at a tremendous speed, so much so that it's kicking up a storm of dust all around it.

All Heroes perform a Agility 6+ test

Any Hero that fails gains 10 XP and is thrown from their horse and suffers 2 Hits with no defense and rolls a D6.
1 or 2, their Transport / Mount is Killed or Destroyed by the speeding thing. When you get to town you will need a new mount, You can buy a standard mount for 50$ or a special one available. This Hero also rolls once more on the travel Hazard chart

Those that succeed at their Agility test gain 20 XP, but otherwise suffer no ill effects apart from a newfound healthy paranoia of high-speed objects.

567 - Reflection

Writer: Darrell Jones

The Heroes stop by a small pond to refill their canteens and take a break from their long journey.

All Heroes perform a Spirit 5+ test

Any Hero that passes feels refreshed and gains 1 Grit up to their maximum.

Any Hero that fails, leans down to take a drink and realizes that there is no reflection. Stumbling back in terror, the Hero takes D3 wounds as they trip and fall.

568 - Bottomless Pit

Writer: Darrell Jones

The Heroes walk over a sandy dune.

All Heroes roll D6

If any Hero rolls a 1, a sinkhole opens up and starts to swallow everything around them. Also, they test Agility 5+.
If a Hero rolls at least a 1 during this test, the Hero falls into the bottomless pit for what feels like an eternity, until eventually, landing on the ground next to the pit and take D3 wounds ignoring Defense.

Any Hero passing any of the tests above is able to leap to safety before they are consumed by the sinkhol

571 - Rotten Breeze

Writer: Perry Grosshans

A strange wind stirs up the Hero Posse's belongings one night, causing the camp fire itself to suddenly turn a strange purple. When the fires turned normal, no one thought much more about it. The next morning, the Heroes discover that the wind has aged and rotted their supplies!

For every Herb, Tonic, and Bandage token roll D6: on a 1 the item is ruined and discarded.

572 - Unlucky Doctor

Writer: Perry Grosshans

The Posse come across the remains of a busted up wagon. A sun-bleached sign barely reads "Doc Parker, healin' all that ails ya!".

If the Heroes want to search the wagon, roll D6:

D6	Result:
1-3	Nothing but dust and lost memories.
4-5	A small nest of scorpions! Each Hero rolls D6: on a 1 get stung for D3 Poison Wounds.
6:	You find a hidden compartment! Gain D3 bandages.

573 - Light In the Storm

Writer: Darrell Jones

A storm hits the Heroes as a cold front moves through. Suddenly they are being pelted with hail! They must seek cover immediately.

They find an abandoned shack out in a field. They run inside and close the door behind them. It's dark and they stumble around to find a light source.

One of the Heroes lights a candle they find on a shelf. Instantly, the Heroes are cast in candlelight. But suddenly the light from the candle changes color from yellow to orange to red to purple and back to yellow.

Are their minds playing tricks on them?

As the light settles, one of the heroes notices some bottles with odd looking liquids in them sitting on the shelf.

The hero(es) with the lowest Spirit value is(are) compelled and reaches for the bottles, opens one and swallows the contents.

Each hero that took a drink rolls a D6.

D6	Result::
1:	The Hero clutches their stomach, drops to the floor writhing in pain. That hero rolls on the Mutation Chart.
2:	The Hero convulses violently while foaming at the mouth. The Hero is knocked out and must roll on the Injury Chart or lose one Grit to take D3 wounds without Defense.
3:	The Hero grabs their head and starts banging their head on the wall while screaming. The Hero takes D3 Hits ignoring Willpower.
4:	The Hero appears to come out of a haze and belches. The drink has no effect.
5:	The Hero looks around, confused as to what just happened. The Hero can remove D3 corruption.
6:	Something about the Hero is different. The Hero adds 1 permanently to the Trait of his choice (Agility, Cunning, Spirit, Strength, Lore, or Luck).

574 - Opium Dreams

Writer: Graeme Henson (Hexcrawl)

A group of caravan traders has stopped by the side of the road. They nod politely as you approach, sitting in a circle and smoking a hookah.

Those Heroes that want to may stop and smoke with the caravaners. Ouch, that is some heavy shit!!

Each Hero that smokes up rolls a D6, If the number rolled is less than the total number of Madnesses that a Hero has, they may remove one of those Madnesses. Otherwise if it is equal to or greater than the number of Madnesses they currently have, roll on the Madness Chart instead.

575 - Boon from the Gods

Writer: Walter Gagajewski

The Heroes are granted a visit from a priest that calls him self "The Hand of God". He offers the posse rewards for fighting evil.

Each Hero rolls a D6. Add 1 to each roll for the number of preachers in the party.

D6	Result:
1:	The Gods of Good shine their light, smile and leave. The Heroes look on in awe.
2:	It rains money. The hero receives D6 x $50
3:	The Hero is blessed and receives two Grit tokens to use at any time and cannot be regained. These do not count against his/her max Grit total.
4:	Enlightenment. The Hero Spirit is Increased by 1 permanently
5:	Divine Shield. The hero receives a One-use shield that can be used to reduce the damage of any 1 attack to 0.
6:	Divine Nourishment. The Hero rolls a D6 and adds the number permanently to their hit points.
7:	Roll twice on this chart. (Can only be used once by a Hero). After 1 rolls, this result is the same as #1.

576 - The Western Crystal Pylon (Advanced)

Writer: Nuno de Sá

You have found a Crystal Pylon on top of a carved stone structure. Two Giant Hell Bats are carefully sculpted in front of the structure.

A bronze plaque reads: "Ritual of Agility"

A passage filled with obstacles is near. Flying blades randomly cross the passage as random holes open in the ground.

You will need to crawl, get dirty, run, cross on top of ropes and other crazy stunts to cross to the other side.

All Heroes perform an Agility 5+ test

If passed: You are able to pass the obstacles circuit. You gain +1 Agility Permanently

Any Hero that previously found and sucessfully completed the tests of all Pylons (Agility, Cunning, Lore and Strength), gain +1 Health and +1 Sanity Permanently.

577 - Local Update

Writer: Graeme Henson (Hexcrawl)

A cavalry officer and some troops are returning from a sortie with a pack of Void things. They saw something else and tell you what you can expect to find.

You may Re-roll the next Travel Hazard

578 - Ghost Lights

Writer: Graeme Henson (Hexcrawl)

You are currently on a Swamp. Off in the distance you spy a group of floating lights. Many a man has lost his life to the deceptive guidance of these dancing lights.

You avoid the lights and go for another path. This will increase the journey to Town. Two random Heroes must roll one more time on the Travel Hazard chart

581 - Black Wings

Writer: Graeme Henson (Hexcrawl)

A swarm of BogBats native to Jargono suddenly catches sight of the Posse and swoops down on your position!

Each Hero must roll a D6 for every Dark Stone they are carrying (including Items with a Dark Stone Icon and Items with Dark Stone Upgrades on them). On a roll of 1 or 2, that Item is snatched away from them by a BogBat (discarded).

582 - Restore the Crosses

Writer: Graeme Henson (Hexcrawl)

The Posse contemplates what manner of beast dug up in a near cemetery's graves and removed the crosses.

If there are any Heroes in the Posse with the keyword 'Holy', they must work to restore those graves that were desecrated. This will require 3 days of work at this cemetery to fully restore all the desecrated graves, however, for each 1 Grit that is spent by a Hero, that time can be reduced by 1 day (minimum 1 day).

If the Posse leaves early or does not restore any of the graves, any Heroes with the keyword 'Holy' are -1 Faith token for their next Adventure per day not spent restoring the cemetery (max -3 Faith). If the Posse fully restores the cemetery, any Heroes with the keyword 'Holy' are +1 Faith and any other Heroes gain a free Blessed Aura of their choice (both benefits last until the end of their next Adventure).

For each day the heroes spent in this cemetery, a random hero gains an additional travel hazard

583 - Baptism By Fire

Writer: Graeme Henson (Hexcrawl)

Behind a little hill runs an oily stream of water. A gathering of hunger and soul worn individuals have collected around a Preacher. Holding his Bible high he thunders the sin of mans, and with a flick of his wrist ignites an inferno. There's no time to save any of the townsfolk, you'll have a hard enough time saving yourself!

Each Hero rolls their Agility dice and adds together the results, then subtracts from this the number of current weight icons the Hero is currently carrying. The Hero with the lowest resulting number takes D8 Hits from the Fire (if tied, all affected Heroes take these Hits).

584 - Baptism By Fire

Writer: Graeme Henson (Hexcrawl)

A banquet that would make a king blush is laid out in the center of Town. The food's aroma causes the Posse to swallow hard, and smack lips. Something is seriously wrong here, for the flies are thicker than a bucket of spit, but they won't come within ten feet of the feast.

Any members of the Posse that want to may feed on the food that has been laid out and those that do Heal all Wounds and Sanity Damage.

In addition, one Random Hero rolls a D6:

D6	Result:
1	Roll once on the Injury AND Madness Charts, you have gained one from each!
2-4	Take D6 Corruption Hits
5-6	Heal a random Injury or Madness

585 - Hell's Cowboys

Writer: Graeme Henson (Hexcrawl)

You have found a lost saloon n the middle of nowhere.

The saloon glows with such an intensity and strobed lights stream from the building. Within the blinding light, six silhouetted figures move out of the saloon. Six low brimmed cowboys stand absolutely motionless facing the Posse. Together as one, they lift their heads and the guns in their hands.

Distribute 6 Hits amongst the Posse (minimum 1 Hit per Hero). Each Hit a Hero fails to defend against does an amount of damage to a Hero equal to the amount of Corruption Points that Hero has (minimum 1).

586 - Traveler on the Road

"Frontier Town Adventure Book" - Hazard 66

Located on page 22

587 - One Last Drink

Writer: Graeme Henson (Hexcrawl)

A bruised and bleeding man is reaching for a bottle of some greenish, glowing liquid, but he can't quite reach it and doesn't have the strength to get to it. He whispers some desperate, unintelligible words to you, asking for a drink.

The Hero who rolled this Hazard Choses what to do:

He may decide to assist the dying man to take a drink of the greenish liquid before he dies.

If the Hero decides not to help him drink the liquid, the man collapses and dies with his last dying wish unfulfilled. That Hero takes D3 Corruption Hits for denying a man his last wish.

If the Hero helps him, the man drinks and then mutates into some bizarre gooey substance and slinks away, leaving $100, but each Hero takes D6 Horror Hits at the sight of all this.

588 - Charming Figure

Writer: Graeme Henson (Hexcrawl)

A masked figure is riding hell-bent for leather towards you. As they come to a stop in front of you, they take off their bandanna to reveal an attractive face. One of the Heroes catches their eye and they ride up next to them, their lusty intentions made blatantly obvious with their flirtations.

The Hero with the highest Initiative is approached by this ravishing Rider (choose one at random if tied for highest).

For each Corruption Point on the Hero, they must make a Willpower save. If more than half of their saves are successful, or they have no Corruption, they resist the Rider's charms and the Rider simply leaves with a kiss.

Otherwise, if not, the Rider leaves with a kiss... and D3x$50 that they picked from your pocket while you were distracted!

611 - The Coldbat Gang

Writer: Nuno de Sá

You hear some voices nearby and follow the sound.

"I told you I was going to get you, crazy old fool. No man can mess with the Coldbat Gang. Now you will pay for what you have done"
A man stands on top of a horse with a rope tied to his neck while a second rope tie his hands to his body. Eight man surround him. Looks like they are about to hang him.

One of the Gang members notice you:
"Oh, would you look at that, it seems you have spectators. Come on boys, come watch the show. We are about to hang this dude to oblivion"
The man is immediately Hanged and his neck broken. Nothing you could do. Just another episode in the Brimstone region. All Heroes take D3 Sanity. One of the Gang members now dedicate his attention to the Posse.
"Now wait a second. I think we have a pair of witnesses and we don't like witnesses, don't we?" One of the other Gang Members reply while smiling: "No we don't, we sure hell don't!
They prove to be very agile Cowboys. They start shooting.

All Heroes roll Agility 5+ to avoid the shots and shoot back
Fail the roll and the Hero is shot and hit for D6 Wounds.
For each 6 rolled (only valid for heroes that carry a ranged weapon), one of the Coldbat Gang members dies and the Hero that rolled that dice wins 20XP.
If at least one of the Coldbat Gang member dies in this process, the other members will stop shooting and run.
If no Coldbat Members dies, they shoot again and again all Heroes roll for Agility 5+ while rolling D6 Wounds for failures. Keep this process until at least one of the Coldbat Gang members die.

612 - Mysterious Stranger

Writer: Nuno de Sá

A figure lurks around the corner. He stands still, waiting for the Posse to come near. He wears a fancy Hat and Suit. This man knows how to dress. He looks as if he is going to an official ceremony.
He takes a letter from his side pocket and hands It over to the closest Hero. He does not speak. He waves goodbye and vanishes in the blink of an eye.
The letter is properly sealed. You open it. To your surprise it contains just one symbol and two words. "Thank You !"

Next time the Hero that rolled this Hazard is KOed due to a fight, the Mysterious Stranger appears from thin air and performs a ranged attack to all enemies. He can hit all enemies regardless of Range once. The shots automatically hit and each does D8 Damage (enemies defense still apply). No Hero gets XP for this attack and any resulting kills/damage.

After performing the attacks, the Mysterious Stranger vanishes again.

613 - The Trailblazer

Writer: Darrell Jones

The Heroes come across a man travelling alone. He is a pioneer and a trailblazer.

He offers to provide the posse with maps with shortcuts for $300.

If they agree, the Posse gives the man $300. For the next three missions, if the Heroes have more than one Travel Hazard, they can choose to ignore one Travel Hazard when travelling back to town. After three missions, the map is no longer of use and has no value.
If they choose not to, they continue on as normal.

614 - Biting Flies

Writer: Graeme Henson (Hexcrawl)

Raised welts cover every inch of your exposed skin. The bites from these dang flies burn and make your skin feel aflame. You can barely concentrate from the itching.

Every Hero take D3 Corruption and D3 Hits
Every Hero rolls a D6. On the roll of 1, the hero is infected with Bora Bora. He will take D3 Corruption for D3 more Travel Hazards

615 - Deluge of the Necrotoads

Writer: Graeme Henson (Hexcrawl)

A mysterious rain of flesh-eating amphibians that live for a few minutes as they try to devour any living thing they come in contact with.

Any Heroes that do NOT have any Hat or Coat Gear take D6 Wounds, ignoring Defense, as the rain of slimy Necrotoads falls all about them.

616 - Sorrow

Writer: Graeme Henson (Hexcrawl)

You come across a small community of Mutants living in this swampland. They've retreated from the communities of "normal" men out of fear of persecution and look at your with guarded eyes.

All Heroes perform a Spirit or Cunning 6+ test (each hero can individually choose)

If any Heroes are successful the group may stop and rest for a day with the Mutant enclave (otherwise, no effect). Each Hero may roll a D6 to see if a single Injury is healed by a Mutant Healer with miraculous powers. On a 1 or 2, the Injury is becomes permanent instead. On a 3 or 4, the Injury is not healed and the Hero gains a random Mutation. On a 5 or 6, the Injury is Healed.

617 - Once Upon a Time in Brimstone

Writer: Nuno de Sá

As the Posse ride through the green fields of a large prairie, nothing could anticipate what would follow. First, you hear the gunshots... More gunshots than you can count, all coming from a faraway carry to the east, where you haste to investigate. While you ride, the gunshots stop. Whatever happened down there is over and you wonder who or what remains alive.

A massacre! Dozens of quarry workers butchered like they were nothing. This is not the work of beasts. This is the work of man, the most despicable type of man. Every Hero takes D3 Sanity.

Each Hero performs a scavenge test. If any Hero rolls at least one 6, you find a trail of those you think that could have performed this mass execution. Also, draw a loot card for each 6. If you haven't found the trail, this hazard over.

If you did find the trail, you can choose to not follow it and end this hazard.

If you follow the trail, Roll a D6 (If you have the Indian Scout in the Posse, add 1 to this roll's result)

D6	Result:
1:	You find nothing other than a pile of decomposing bodies. Every Hero takes D3 Corruption Hits
2:	The trail leads you down the quarry, where you will fall into a trap. Each Hero performs an Agility test to avoid it. Heroes that fail, take D6 Wounds.
3, 4:	The trail leads nowhere. You find nothing.
5:	The trail ends on a room filled with some garbage. A chest in the middle of the room steals your attention. The chest is closed. Any Hero can try to Open the chest with a 5+ Cunning test. If successful, draw two Gear Cards. All heroes gain 20XP. If failed, a poison trap is activated. The Hero that tried to open the lock is poisoned for D6 poison tokens.
6:	You successfully find what you were looking for. A group of Cowboys roam the quarry as if they are looking for something. You keep your distance to try to understand what they are up to.

If you rolled 6, continue this Hazard, otherwise, this Hazard is over.

All Heroes perform an Agility 5+ test to try sneak

If any Hero fails, you have been caught. "Well, well, what do we have here?" one of the Cowboys say. Before any shootout happens, a sudden sound bursts this section of the Quarry. Go to the Next Chapter section.

If all Heroes are successful, each Hero gains 20XP as you continue to follow the Cowboys.

"It must be somewhere around here", one of the Cowboys say. "At least that's what they said. Can you believe it? A bag filled with Darkstones. So many Darkstones that you won't know what to do with them. I mean, I know what I will do. 'Gona' give myself nice money for it, that's for sure. What about you fellas? What will...?"

Suddenly, a sound bursts in this section of the Quarry. The cowboys realize of your presence as they reach for their guns...

Next Chapter:
... you and the Cowboys are not alone. Three Dark Stone Hydras emerge from the ground and provoke a small Quarry earthquake, causing falling rubble!

Each hero performs a luck test 5+ to check if some rubble fall on their heads. If a Hero fails, take D3 Hits.

The Dark Stone Hydras immediately attack the cowboys. You take the opportunity to run. The path that leads to exit is no more. You go in a different direction.

As you run, you hear screams of the Cowboys attacked by the Hydras. Agonizing screams of those who cease to exist. You know the Dark Stone Hydras are coming for you next. There is no escape, you start to panic.

Each Hero performs a Spirit 5+ test. Fail and take D3 Sanity.

As the Dark Stone Hydras approach, you find a way out of this Nightmare. A gate! You decide to enter... Strangely, the Dark Stone hydras do not follow you and the gate disappears as the last Hero enters.

You are now on a Ship. An advanced technological futuristic ship. One thing is for sure, this is going to be a long day!

Roll a D3

D3	Result:
1:	Run the mission 5 "Voyage of the Dead" from the book Derelict Ship
2:	Run the mission 4 "The Captain's Log" from the book Derelict Ship
1:	Run the mission 6 "Reactor Breach" from the book Derelict Ship

If the Posse already performed the mission indicated at the result, roll again.

618 - Poison Arrows
Writer: Graeme Henson (Hexcrawl)

In the middle of your search through these humid, disgusting swamps, arrows are unleashed by invisible assailants! The tiny arrows seem to be tipped with some foul dark brown substance: poison!

All Heroes perform a Agility 5+ test

If successful, gain 20 XP and you are unharmed. If failed, you have become Poisoned! Gain D6 Poison markers.

621 - The Witch's Hovel
Writer: Graeme Henson (Hexcrawl)

An old hag of a woman, white haired, wrinkled face, and a mean look in her eye, stands hunched over in the middle of the swamp. She stares intently at the group as they travel through the swamp, her look seeming to curse the very ground you walk upon.

All Heroes perform a Cunning 5+ test

If successful, gain 5 XP for each 5+ rolled as you're able to engage the old hag in a battle of wits and confound her with riddles.

Any Hero that fails the test takes D6 Horror Hits, then performs a Spirit 5+ test, If failed, the Witch has cursed you. Roll once on the Madness Chart.

622 - The Smiths
Writer: Nuno de Sá

You have found a Smith community. Several houses built around a massive Anvil .

You may buy Purchase Items from here as if you were at a Blacksmith (do not roll for Location Events).

623 - Black Spears
Writer: Graeme Henson (Hexcrawl)

Off on the horizon is a dark, almost purple, storm cloud. Lightning strikes the ground a few miles away, but otherwise, it's just another day in the swamp.

Nothing eventfull happens

624 - Hunting Jaguar
Writer: Graeme Henson (Hexcrawl)

Every now and then you catch sight of a pair of glowing jade eyes on the prowl. They remain off in the shadows and disappear anytime you try to investigate, but always they appear again... waiting... following... hunting.

All Heroes roll Cunning 4+ test

Each Hero that is successful gains 15 XP, you have outsmarted the Jaguar. Each Hero that is unsuccessful takes either D8 Wounds with no Defense, or rolls once on the Injury Chart (must choose before rolling for Damage).

625 - A Knot of Toads
Writer: Graeme Henson (Hexcrawl)

A knot of giant toads sits before you, just as ugly when they're big as they would be small and normal. The heads on these toads though, appear to be misshapen, almost human-like in their appearance. Before you can react, they begin to swarm around you!

Each hero chooses to perform an Agility 5+ test or a Luck 5+ test

If successful, gain 15 XP and you are unharmed. If failed, you have become Poisoned! Gain D8 Poison markers.

626 - A Supposed Voodoo Meeting
Writer: Graeme Henson (Hexcrawl)

As you make your way slowly through the muck and the mire, you see ahead of you a fountain of flame rising from a small island in the swamp. About it dances a group of what appear to be children at first, but upon closer inspection seem to be small, dwarven humanoids.

All Heroes perform a Spirit 5+ test

Each Hero that is successful gains 25 XP. For each Hero that fails this test, they instead add a Growing Dread card to the stack. This stack will apply to the next Mission the Posse begins.

627 - Hallucinogenic Spores
Writer: Graeme Henson (Hexcrawl)

Puffs of little clouds are released from the tops of iridescent mushrooms. Their pungence clogs the lungs, and clots the mind with hallucinations.

The next fight the posse is envolved is automatically considered an Ambush

628 - Pack of Coyotes

Writer: Darrell Jones

The posse is surrounded by a small pack of coyotes!

If the Posse has a dog as an ally, the dog stands its ground and scares off the pack of coyotes. Nothing special happens.

Otherwise, the heroes need to scare off the coyotes. Guns aren't loud enough, but dynamite is! If someone has Dynamite in their Side Bag, one of them must use it to scare off the coyotes (discard the token), and gain 50 XP.

If no one has Dynamite, then each Hero takes D6 hits before they are able to finally scare the coyotes off.

631 - Sssnake

Writer: Rob Keetlaer

The grass is high and thick. The Heroes can't see the ground.

Suddenly a snake attacks the Hero that rolled this result. He Rolls a D6.

D6	Result:
1	The snake is not poisonous and not too big. There's no effect.
2	The snake is not poisonous, but it is big (and strong). The Hero now has problems moving their left leg. Un til the end of the next Mission the Hero is at -1 Move (minimum 1).
3	The snake bites, the poison only has a small effect on humans. The Hero is -1 Agility, -1 Cunning and -1 Lore (all three: minimum 1) until the end of the Town visit.
4	The snake is poisonous. The Hero is at -1 Strength. They can have the antidote administrated in the Doctor's Office (not at the Camp Site) if the Hero pays $250. If they do not pay, the effect of the poison wears off only at the end of the next Mission.
5	The snake is poisonous. The Hero gets D2 Poison Markers
6	The snake is poisonous, and the poison has an effect on the Hero. There's no known antidote; the Hero is -1 Initiative (minimum 1) until the end of the next Mission. After that, the effect wears off.

632 - Snake Oil Salesman

"Frontier Town Adventure Book" - Hazard 63

Located on page 22

633 - Blasphemy!

Writer: Graeme Henson (Hexcrawl)

You seem to have caught a group of cultists in the middle of a blasphemous ritual, the carcases of small animals littered about and cult members in various states of undress. However, the sight upon the crude altar they have erected in the center of their gathering is downright sickening.

Each Hero takes D6 Horror Hits.

634 - Lord of the Toads

Writer: Graeme Henson (Hexcrawl)

An enormous toad the size of an ox leaps in front of the Posse. It blinks an eye. It blinks another eye. The Great Toad lulls the mind to sleep, as its great gullet opens wide.

The two Heroes with the weakest Willpower rating all take D6 Horror Hits (if more are tied, they all do). Those Heroes that lose at least 3 Sanity as a result become thralls of the Great Toad and suffer an additional D3 Corruption Points with no Willpower save before they're eventually able to recover their senses and get away.

635 - Serpent Swarm

Writer: Graeme Henson (Hexcrawl)

A great writhing mass of entangled serpents erupts beneath the Heroes as they walk through the swamp.

Each Hero perform a Agility 5+ Test as tried to avoid the snakes

If failed, you have been biten. Those are not standard snakes. Roll once for a Mutation.

636 - Gambling Stagecoach

Writer: Nuno de Sá

A broken Stagecoach is located on the top of a rocky area. A well dressed figure walks at you: "We tried to cross this area but that was a mistake. Our Stagecoach is not going anywhere. After a few days trying to move it without success, we decided to stay and build our gambling playground right here. You are welcome to stay and play with us"

Every hero decides if they want to play

If you play: Roll a Luck 6+ test and pay 50$. If you win, recover 100$

Each Hero can play only once

637 - The Fugitive

Writer: Nuno de Sá

A wounded woman rides to the Posse and quickly offers a wrapped object to a random Hero.

"Please, take this. If someone asks, you never saw me. I will go now and I will catch you later. I will ask you to give it back then"

She rushes and quickly rides out. It was too fast. You had no time to accept or deny. You take a look at the object she gave you. A bloodied Axe! Some minutes later, a Sheriff and two deputies ride to the Posse's location...

"Hello" spits on the ground "did you happen to see a..." cough "... Lady on these parts? We have business with her"

Choose:

Say you did see the Lady, explain the story and give the object to the Sheriff. All Heroes gain 50XP. Any Hero with Keyword Outlaw take D3 Sanity Damage. This Hazard is over.

Say you did see the Lady, explain the story, except that you will "forget" to mention the object she gave you
All Heroes Gain 25 XP. Gain 1 Throwing Axe Token. This Hazard is over.

Say you Haven't seen the Lady. This is not available if you have at least one Hero with Keyword "Law" in the Posse. Roll a D6:

D6	Result:
1:	The Sheriff finds the Lady a few miles ahead. She tells him the truth and that you have the bloodied Axe. All Heroes become "Wanted" when they arrive to next Town. You have won 1 throwing Axe Token
2:	The Sheriff finds the Lady a few miles ahead. She tells him that the Posse tried to help her but does not mention the bloodied Axe. All Heroes receive 1 Unwanted Attention as soon as they arrive to the next Town. You have won 1 Throwing Axe Token
3:	The Sheriff did not find the Lady but you never see her again. You have won 1 Throwing Axe Token
4:	The Sheriff did not find the Lady but is still on her track when she found the Posse. She asks for the weapon back. Does not even have time to thank the Posse. She leaves. You got nothing.
5:	The Sheriff did not find the Lady but the Lady found the Posse. She is deeply thankful for your help. She asks for the Axe back but she gives something in return. The Hero that rolled this Hazard draws a random Gear card
6:	The Sheriff did not find the Lady but the Lady found the Posse. She is deeply thankful for your help. She tells the story of a cruel husband that was always beating her until the day she could not take any more and killed him. She allows the Posse to keep the Axe and also, she gives something for your trouble. Each Hero draws a random Gear Card.

638 - Dreamer of Fates

Writer: Graeme Henson (Hexcrawl)

On a particularly large island in the middle of this swampland, you spy a strawthatched hut. About the hut lie many skulls and cracked bones, the sound of strange, rhythmic music permeates the air. A lone figure in front of the dwelling sits cross-legged, seemingly in a trance. His face is painted bone-white, as if to resemble a smiling skull.

The Dreamer of Fates asks if you would know your future. If so, each Hero that would know rolls a D8 on the following table:

D8	Result:
1	Death - The next Wound or Sanity damage you suffer will cause you to be KO'd, no matter how much Health or Sanity you have.
2	The Devil - The next point of Corruption you take will cause you to gain a Mutation, no matter how much Corruption you actually have.
3	The Tower - Until the end of your next Adventure, you cannot get Critical Hits, no matter what you roll.
4	The Fool - Until the end of your next Adventure, gain -5 XP anytime you would gain XP.
5	The World - After today, the next day of overland movement occurs without incident, You may ignore your next Travel Hazard.
6	Justice - Until the end of the next Adventure, for every hit that you take, the source of that hit takes a Hit (roll a D3 for Damage).
7	The Sun - Until the end of your next Adventure, gain +5 XP anytime you would gain XP.
	8 Strength - Until the end of your next Adventure, do +1 Damage for all attacks.

641 - Voices of the Damned

Writer: Nuno de Sá

A lonely traveler joins the Posse. Although none of the Heroes of the Posse met him before, it is clear that he is a very reserved individual. A voice, slowly grows in the Hero's mind. "Kill him. Kill him. He deserves to die... Kill him and you will be rewarded."

Choose a random Hero

The Hero is suffocated in terror. Take D6 Sanity Damage.
Also, he performs a Spirit 5+ test. If success, you have resisted the attempt of an evil Spirit to control your mind. Gain 50XP. After a few miles, the lonely stranger thanks for the company and leaves. This Hazard is over.
If failed, there is nothing you can do. An evil Spirit is able to control your mind and will. You kill the lonely traveler. All other Heroes take D3 Sanity Damage in Shock.
Next time this Hero rolls on the Madness Chart, instead, he will get the following Madness: Nervous Trigger Maniac:
Gain 1 extra attack per round. If using melee, get one more Combat, if using ranged, one of ranged weapons gain one more shot (only one). For every attack, roll a D6. If the result is 1-3, the extra attack is made against a random Hero. (if using melee, will only attack if close to another Hero)

642 - Mine Cart

Writer: Darrell Jones

Hours after leaving the last mission, the Hero posse discovers a mine cart in the middle of the desert. It doesn't look like it's been out here for very long - there's no signs of weathering, but there are also no tracks or markings as to how it got here. Curious, the Posse chooses to investigate

A random Hero tests Agility 5+ and Cunning 5+

If the Hero passes both, he disarms the booby-trap and gains 1 Dynamite Token. He also is able to move the mine cart. All Heroes discover D3 Darkstone, D3 x $25 and 1 random Gear Card. Gain 50 XP.

If the Hero fails both tests, then that Hero is knocked out and must roll on the Injury Chart.

If the Hero passes the Agility 5+ and fails the Cunning 5+, he sets the dynamite off, but is able to get out of the immediate blast range. He suffers D3 wounds. The mine cart is destroyed along with some of the buried treasure. All Heroes gain $25 and 25XP.

If the Hero fails the Agility 5+ and passes the Cunning 5+, he is able to disarm the booby trap before he sees the secondary triggering device on the Dynamite. The Dynamite explodes. All Heroes suffer D3 wounds ignoring defense. The mine car is partially destroyed along with some of the treasure. All Heroes gain D3 Darkstone and 25XP.

643 - Boring Afternoon

Writer: Nuno de Sá

Nothing really special happens. Not even the sounds of animals disturb the Posse. It's just a boring afternoon

Nothing Eventfull Happens

644 - Cat Burglar

Writer: Nuno de Sá

Someone lurks, hidden in the forest, waiting for passing travellers to steal their possessions.

The Hero that rolled this Hazard chooses one of the following: Side Bag Token, Gear or Artifact to be stolen by the hidden thief. (Starting Gear and Personal Items are not included). If the hero does not have anything to be stolen, choose another random Hero to be the new victim.

645 - To the Death

Writer: Nuno de Sá

The moon is high in the sky and it's full. There is something magical surrounding the campsite. You feel safe and go to sleep. Usually, you would take turns to sleep and have someone "on watch" but not this night. All Heroes fall asleep.

You wake up and feel something is different. All other Heroes wake up as well. You are all inside the mines and you feel the Darkness all around.

A sudden desire to kill invades your body. It's too strong and you just can't let it go. You have to kill all other Posse members. You look them in their eyes and you know that they feel the same. No words, no reasoning, only killing.

Choose how to resolve the fight

The Bloody Way:

Draw two random mine map tiles. Player by player, following the Heroes initiative (from higher to lower), place the Heroes in the tiles, anywhere they see fit. After all Heroes are placed, they will fight until only one survives. Use the standard fight rules. Revive tokens cannot be used but everything else is possible, even collaboration to defeat stronger opponents and using any tokens you have.

The Quick and Dirty:

Each Hero chooses Strength (melee) or Agility (ranged). All Heroes perform the associated test and sum all dices. That is their attack value. The Hero with the Highest attack value wins.

When the last Hero stands, all Heroes suddenly wake up from a shared Nightmare. What was that? Something was clearly messing with the minds of the Heroes. Something that cannot be explained. The world is truly changing.

Even dreaming, it was so real that the Heroes learned something from that fight. The Hero that won gain 100 XP. All others gain 50XP

646 - In Search of Adventure

Writer: Nuno de Sá

A well guarded Campsite hides in a valley. Lots of folk can be found within looking for new adventures.

The posse can hire any of the following advanced Allies: Henchman, Blacksmith, Dog or Pack Mule. You pay only half the price for hiring and you can only hire one.

647 - Bear Trap
Writer: Nuno de Sá

A well placed hidden bear trap triggers as you prepare a camp to spend the night

If the posse owns any Ally type such as Blacksmith, Henchman, Dog or Pack Mule. One of them triggered the trap. Chose one random and roll a D6

If the result is 1-4: The Ally will be so damaged, that his adventure days are over. You will have to let him go in the nearest Town. A Dog or Pack Mule will have to be shot down on the spot and all Heroes take D3 Sanity Damage without Willpower in the process.

If the result is 5-6: The Ally just barely avoided the trap. Nothing else happens.

If the posse does not own a Ally, one of the heroes triggered the trap. A random Hero takes D6 Health Damage and is at -1 Speed and -1 Agility until the end of the next Adventure.

648 - Time of Troubles
Writer: Nuno de Sá

The Void is getting stronger. The days are getting shorter and nights are getting darker. The sun is not so hot as before.

During your next adventure, any Void enemies are at +1 Defense (max 5) and +1 Initiative. The first enemy you will draw must be a Void enemy equivalent to the Posse's level. The posse wins extra 5XP per Hit against Large/Extra Large Void Enemies and extra 5XP to kill any Void Enemy.

Additionally, draw a Darkness card and add one Growing Dread card to the stack at the start of the next Adventure.

651 - Search Party
"Frontier Town Adventure Book" - Hazard 64

Located on page 22

652 - Local Story
Writer: Graeme Henson (Hexcrawl)

A disheveled and dirty looking fellow walks through the swamp towards you, unmindful of the mud he's walking through. He wipes his hand on the one corner of clean fabric he still has on and shakes your hand. He takes a swig of some liquid and tells you a crazy long story about something he saw just a while back.

Each hero receives 1 loot card. The fellow is so happy to have someone listening to his stories that he shares some of his riches

653 - Shepherd of Fire
Writer: Graeme Henson (Hexcrawl)

His eyes spit the flames of damnation. The Preacher's long robes are sewn from the burnt flesh of sinners who have fallen beneath his black book. Behind him flock his congregation of black flames that beseech the Posse to join them.

Each Hero takes 1 Sanity for each point of Corruption they have, while those without any Corruption gain 1 free Blessed Aura (player choice, automatically applied) that lasts until the end of the next Adventure.

654 - The Good Samaritan
Writer: Graeme Henson (Hexcrawl)

As you make your way near a house ruin, you hear a faint sound coming from somewhere nearby... It sounds like a survivor!

Each Hero makes a Scavenge roll. If collectively the Heroes roll as many 6s as there are Heroes in the Posse, a Survivor is found! If the Survivor is found, each Hero recovers 1 Grit.

655 - The Good Samaritan
Writer: Graeme Henson (Hexcrawl)

A ghoul before you doesn't seem to know that he is dead. He also doesn't seem to know he doesn't have a head. Regardless, he seems to be trying to hand you a whiskey.

Each Hero takes D6 Horror Hits. Any Heroes that don't take any Sanity damage from this gain a Whiskey Side Bag Token.

656 - Gulch Ambush
"Frontier Town Adventure Book" - Hazard 65

Located on page 22

657 - Rock Falling
Writer: Darrell Jones

A rock slide starts as the heroes travel through a ravine.

All Heroes test Agility 5+

Any hero that fails takes D6 hits. Any hero that passes is able to dodge the falling rocks and wins 20XP

658 - Hellhounds

Writer: Darrell Jones

The group is suddenly overwhelmed by the powerfull smell of sulfur.

All Heroes perform a Lore 6+ test

Those that pass immediately identify the source of the smell. A pack of Hellhounds are in the area.

Hellhounds are known to guard portals.
The next time the Heroes reveal an encounter token during a mission, treat it as a token with a gate. If it is already has a gate, all other passages in that room are considered to be closed and Heroes are forced to enter.

661 - Time Stop

Writer: Nuno de Sá

You have entered a small valley. As soon as you enter, the weather aggressively changes from very hot to frozen cold. Snow starts falling from the skies. A shiver runs through the hero's bones as they watch the weird spectacle.

As soon as you finish crossing the valley, cold is again replaced by a hot dry weather. You decide to move forward. This place in unnatural.

From now on, at the end of every Travel Hazard and until heroes reach the next Town, roll a D6.

If you roll 6:
The heroes are teleported to this location and all hazard results and effects that happened since they left, never happened, as if they were part of a dream. Each hero will then roll additional Travel Hazards, as many as they had the fist time they left this location.

662 - Fast Forward

Writer: Nuno de Sá

A Stagecoach passes by and stops. Someone asks if you want a ride to a location closer to next town. It will cost some money though.

If you accept, each Hero pays $50. Also, each hero roll 1 less Travel Hazard before they arrive to next Town

663 - Lucky Roll

Writer: Nuno de Sá

Someone left his belongings hidden near a rock. You were lucky to spot it. Now to find what it is:

Chose a random Hero to Roll D6

D6	Result:
1	Add a Spice Token to your inventory
2	Add a Lantern Oil Token to your inventory
3	Add a Fine Cigar Token to your inventory
4	Add a Potion Token to your inventory
5	Add a Bandage Token to your inventory
6	Add D3 Dark Stones to your inventory

664 - Gipsy Campsite

Writer: Nuno de Sá

You have found a Gipsy campsite. They welcome you to spend the night and share their drinks and food. A group of musicians play guitar and sing all night long. They are restless. You have the time of your live but you will not rest.

Each Hero heals D3 Sanity. They had a lot of fun. Heroes with the keyword "Performer" also recover 1 Grit since they spent the night singing and dancing with the Gypsies.

Also, each Hero take D3 Wounds. Their body is broken. Heroes with the keyword "Performer" don't have defence roll.

665 - The Darkstone Boulder

Writer: Darrell Jones

The heroes have heard a rumor from a traveler about a large Darkstone Boulder inside a cave. The posse investigates to find a boulder about 7 feet tall. This thing could make them rich!

They realize quickly that it is far too heavy to move, even with a carriage full of horses. They decide to see if they can break any off.

Roll a D6

On a roll of 1-4, the Heroes are unable to make a dent in the Darkstone. Each Hero immediately takes two Corruption Hits as this deposit of Darkstone is really strong.

On a roll of 5-6, each Hero use their primary Weapon once against the Boulder. For each hit, that Hero receives D3 Darkstone as they are able to break some off. They each immediately take two corruption.

666 - The Devil's Number

Writer: Nuno de Sá

Your hearth starts pounding hard. Your chest is in pain, your arm stops moving. You know what is coming, you rolled the Devil's number

The Devil comes for the Hero that rolled this Hazzard. The Hero is knock out. Roll once on the Injury Chart and another on the Madness Chart. This Hero will ignore further Travel Hazards. He haves to be carried by the remaining Posse members until they arrive to Town.

In Town, the Hero who rolled this Hazard will not perform any actions during day 1. He will recover at the Doctor in the Campsite. No need to roll for any Campsite Events.

667 - The Devil's Tower

Writer: Darrell Jones

Everyone around Brimstone has heard the stories of the Devil's Tower. It's a butte in the middle of the desert that stands out against its surroundings. 1200 feet in the air, the butte is an intimidating presence, completely at odds with the environment.

Over the years, the stories have varied so often - Indian boys or girls were chased by a bear and climbed the rock to get away, praying to their god to save them. The rock grew up into the skies.

Recently, those stories have turned into a Darkstone depository, haunted caves, Indian burial grounds...it seems like anything is possible.

Your travel lead you close to the Devil's Tower

The heroes are close enough to check it out for themselves. If they choose not to, they continue on as normal.

If they do choose to investigate, then they hike around the base of the butte for several hours. A random Hero rolls a D8.

On a result of 1-7 the heroes find no signs of Darkstone, Indians, caves, nothing but rocks, dirt, and weeds.

On a roll of 8, the heroes find the remains of a prospector. He's been here for some time. You can see where the vultures have had their fill. His skull is crushed and several other bones are broken. It looks as if he has fallen, but you saw no way to climb to the top. There is no campsite nearby, and the only thing around the prospector is his bag.

Roll D6 to search his bag.

D6	Result:
1,3	You find nothing of any value.
4	You find D3 x Dark Stones.
5	You find D3 x $25 gold.
6	You find 1 Gear Card.

668 - Love Train

Writer: Nuno de Sá

A train stops right near the posse's location. It whistles three times and three times more.

To the Heroes surprise, white sheets come out of the windows. Beautifull ladys put their heads out and start calling the Posse

As you approach, you understand that some of the ladies are half naked.

"woo such strong man in front of us. Are you not tired to travel under this strong sun? If you want, we could take you for a ride.. A ride to heaven hihihihih. No other train will pass this railroad for a couple of hours so we havetime for some fun. what do you say?"

Any Hero that accepts, can board the train for some love session. He heals D6 Sanity but must pay $50 for the service.
If you pay $100, you will have two ladies at your service and you heal 2D6 Sanity

Female Heroes are also accepted

671 - The Approaching Storm

Writers: Nuno de Sá and Brian Bosch

The sound of thunder echoes in the distance. Soon after, a second startling thunder rumbles overhead and shakes the ground under your feet. A furious wind picks up and sweeps through the canyon, warning of the approaching storm. The Posse quickly seeks shelter under a nearby outcropping of rocks as the skies open up in a heavy downpour that floods the trail through the canyon. Lightning dances across the sky and lights the shadowy canyon walls. Best to wait it out. It's a welcome rest from the travel back to town and better than running into more void fiends waiting below the earth.

All Heroes recover 1 Grit as they watch the spectacle provided by Nature.

672 - Shooting Star Contest

Writer: Nuno de Sá

You look in the dark sky just before going to sleep. Today the stars are bright. It's a good night to watch shooting stars.

Nothing else to do, the Posse bets who will watch more Shooting Stars

Each hero performs a Luck 5+ test

Each hero repeats the test 5 times.

Each successful test means the Hero just watched a shooting star

In case of a winning draw, those heroes perform Luck 5+ tests until one wins

The Hero with more successes gain 1 Revive Token to be used in the next Mission

673 - The Brawl

Writer: Nuno de Sá

That's it, you had enough. All heroes start brawling with each other and they don't know why. One word pulls another and that's it.. no one can stop it now. It's on

All Heroes perform a Strength 5+ test

Those that fail the test you are knocked out and take D6 Wounds

674 - The Insult Competition

Writer: Nuno de Sá

Can a Hero take an insult without replying? No, he cannot. One insult pulls the other and when they realize all Heroes are having a strong debate. They scream, yell and insult each other's the best they can.

All Heroes perform a Cunning 5+ test

Those that fail the test take D6 sanity damage

675 - Under a Bloody Sky

Writer: Nuno de Sá

The sun burns on a redish aura. Bigger than you have ever seen before it fills most of the sky. You stop for a moment and smoke a cigar while contemplating this amazing bloody sky

Nothing eventfull happens

676 - Robbed!

Writer: Nuno de Sá

Was it during the night? You don't know. You just know that you have been robbed. Damn those thiefs.

Each Hero looses D6x$100 money

Roll another D3. Loose that many Darkstones, if you have

677 - Cult Trouble

Writer: Nuno de Sá

A sheriff and his deputies block passage to the passage ahead. You notice a pile of burned corpses. Something happened here. You also notice five individuals tied up against trees. "We will get to the bottom of this, I swear" the sheriff speaks, "Someone was having fun, kidnapping people from the nearby village to burn them alive. Some god damn Cult to a Belal or Belial, or what a fuck ever. These cults are become a real threat." A Deputy answers: "Now, now... we caught us five suspects in the area but we don't know which one is the guilty bastard... well I say..." the Sheriff interrupts as the Posse approach. "My god, I do believe I recognize you folks. Aren't you the Posse that has been helping the community going into mines and destroy evil? We could use your help around here. With your experience, you could help us identify who the guilty man is for starters."

Each Hero performs a Lore 5+ test and a Cunning 6+ test

If a Hero succeeds, he was able to identify who is the person behind the murders. All Heroes get 30XP and a Loot card.

If no one succeeds, you identify the wrong person. All Heroes get D6 Corruption points for sending the wrong person to jail

678 - Evil Spirit

Writer: Nuno de Sá

You feel it deep in your bone. Some evil spirit started to follow you around since that last Mission. You don't see this evil but you feel it's presence.

The Hero that rolled this Hazard perform a Spirit 6+ test
If Failed he becomes haunted by an Evil Spirit and from now on will have trouble sleeping as dark visions will constantly haunt his dreams. This Hero gains +1 damage against enemies with Keyword "Undead" but removes 1 Sanity permanently.

This cannot be healed.

681 - Broken Knee

Writer: Nuno de Sá

That last fall got it's toll on you. It seems you have a broken knee and out here in the wild, its going to be difficult to heal it.

A Field Doctor can attempt to heal the bad knee by spending a Bandage and rolling a D6. On the roll of 3-6, the knee is healed and the Field Doctor wins 40XP.

The Hero who rolled this hazard moves at -1 Speed and haves -1 Agility.

The Broken Knee will only heal after completion of two Missions, when the affected Hero will need to perform a Strength 5+ test. If he Fails the test, this knee will never be the same and the 1 point lost in Agility is permanent.

682 - Psycho

Writer: Nuno de Sá

"Kill..kill..all of them.. Kill them all. Kill... kill"
A voice echoes in your mind. You are no longer under control. You want to kill everyone.

The Hero that rolled this Hazard is under control of evil forces. He chooses a random Hero and attack him using Combat Attack (melee). Then all other Heroes attack him back with Combat Attack (melee). After all Heroes Attack, the Hero regains conscience and the fight stops.

683 - Dark Stone Bullets

Writer: Nuno de Sá

A weird creeping dwarf stands on top of a stone smoking from a small pipe made of wood. He stands right near the border of the road.

"Hey strangers. I have something I am sure you want, but you must pay for it. Don't worry, It's cheap, cheaper than in Town hehehe. What would you say?"

Each Hero rolls a D6:

D6	Result:
1-3	After taking a closer look at you, the dwarf refuses to do business. "I say it once and I say it again. Don't do business with the Devil, no sir"
4-5	Draw a gear card, you can buy it from the Dwarf for the price listed on the card + $100
6	Draw an Artifact card, you can buy it from the Dwarf for the price listed + $200. Also, the Dwarf offers Dark Stone Bullets to be used in any Adventure (same as the ones available at the Blacksmith in town). "You seem like a nice person. I have just what you need. Here, I don't need it... but seems like you will"

684 - Voices from the past

Writer: Nuno de Sá

Snow starts falling down the road. It's very cold but not a natural cold. Some minutes ago, the sun was shining. This is unnatural.
A voice echoes in the Heroes minds:

"This is the ghost of the past, the one who haunts your sins, the one who make you regret the darkest actions from your soul. Fight me deep in your mind you shall if you wish to be free. I am the ghost of the past and from now on, you belong to me"

All Heroes perform a Spirit 5+ test

If fail, take D6 Sanity Damage

685 - Diarrhea

Writer: Nuno de Sá

On no! This is one of the worst things that could happen to a Hero on a travel. It's a bad case of diarrhea!

The Hero that rolled this hazard takes D6 Wounds without defense from diarrhea. All other Heroes take D3 Sanity Damage as the putrid scent invade their noses.

Good luck!

686 - Rich Man Hanged

Writer: Nuno de Sá

Any other person would have been shocked but not you. You have seen too many horrors. A man lies hanged on a lonely tree. A sentence is written on his skin: "Once rich. Now dead".

When you get to next town, you find that the Hotel is closed. Then you will understand that the hanged man was the owner. You can only stay in camp during this stay.

687 - The Crossroad

Writer: Nuno de Sá

You come from south and stand near a crossroad.
To the north rocks and debris block the road. It's impossible to pass
To the east, a dark passage to a small tunnel does not look like a comfortable path but you know it will take you where you need to go
To the west, a path to an old bridge made of wood. This bridge does not look safe. If you fall, it could lead to your death but it also seems to take you where you need to go

Choose:

(Each Hero must decide individually what to do and must decide one by one)

Go Back.

To go back, you know that you need to go around a mountain. Add 1 Travel Hazard to each Hero that goes in this direction. All Heroes that go in this direction share the extra Travel Hazards and will meet the other Heroes once they are finished.

Go East.

You gut feeling was correct. This tunnel smells like rotten flesh. Something stalks and hunts down here. Something evil.

Heroes are attacked by a group of Void Spiders. Each Hero takes D6 wounds. Also, each Hero rolls a D6:

D6	Result:
1-3	You could not cross the tunnel and go back to the same place as before. Restart this Hazard.
4-6:	You made it through to the end and gain 50XP.

Go West.

Perform a Luck 5+ test

If Success, you made it through and gain 50XP.

If fail, the bridge false floor collapses under a Hero's feet and he falls down the bridge, taking D6 damage.

Perform an Agility test 6+ to try grab what's left of the bridge while you are falling.

Succeed on the Agility test and you could at least climb up and restart this Travel Hazard.

No more players can cross this bridge. It is damaged.

If the Hero that cased the Bridge to collapse fell and was not able to grab the rope of the Bridge, he must roll 1 additional Travel Hazard before rejoining with the other members of the Posse. This Hazard result will only impact this Hero as he will travel alone.

688 - The Doppelgängers

Writer: Darrell Jones

The posse notices a group of people heading toward them. As they get closer, they notice that this group looks really familiar. They are carrying a lot of gear and weapons.
When the group gets closer, the posse quickly realizes that they are staring at themselves! Each member of the posse is staring at their doppelgänger.

The Hero that rolled this Hazard rolls a D6:

D6	Result:
1	*Each Hero takes D6 Sanity Hits, ignoring Willpower. The Heroes run away completely terrified and never speak of this again.*
2	*The doppelgängers attack! They are trying to replace you in this world. Each hero suffers 1D6 wounds to fend off the attackers. After resolving the roll, a cosmic rift opens and the doppelgängers are pulled into it. Each hero suffers D3 Sanity Hits.*
3	*The heroes are distraught and discombobulated and start a fist fight with their doppelgänger. Each hero suffers D6 hits. After the fight, the doppelgängers vanish. Each hero then suffers D3 Sanity Hits.*
4	*The heroes and the doppelgängers go running in opposite directions. Each hero suffers 2 Sanity Hits and has to roll for another Travel Hazard.*
5	*The doppelgängers are here to warn the posse about the Dark Stone they are carrying. But their words are quickly garbled and incomprehensible. The heroes clearly heard them say "Dark Stone," but everything else was either gibberish or an alien language. Each hero then conducts a Dark Stone Corruption (just like at the end of a mission) test, but double their count as there are now two of each hero. (If a hero counts 5, he doubles to 10 because his doppelgänger has 5 also.) After a blinding flash, the doppelgängers are gone.*
6	*The heroes realize that their existence is true and the doppelgängers do not belong. They converse with the doppelgängers and learn about their "world". However, each hero is no longer certain that after the meeting any of their posse members are the original members. Each hero then has a choice to affirm their posse members are "real" and continue on as if nothing has happened. Roll 1D8:* *• On a roll of 1-7, the hero suffers D3 Sanity Hits.* *• On a roll of 8, the hero gains their choice of +1 Lore or +1 Spirit, then gain 50XP.*

711 - Once Upon a Time in Brimstone (Advanced)

Writer: Nuno de Sá

As the Posse ride through the green fields of a large prairie, nothing could anticipate what would follow. First, you hear gunshots... more gunshots than you care to count. They all come from a faraway carry to the east, where you haste to investigate. While you ride, the gunshots stop. Whatever happened down there is over and you wonder who or what remains alive.

A massacre! Dozens of quarry workers butchered. This is not the work of beasts. This is the work of man, the most despicable type of man. Every Hero takes D3 Sanity.

Each Hero performs a scavenge test to find a trail of those you think that could have performed this mass execution. Also, draw a loot card for each 6.

If all Scavenge tests are not successful, you haven't found the trail, this hazard over.

If at least one Hero found the trail, you can choose to not follow and end this hazard. If you follow the trail, roll a D6 (If you have the Indian Scout in the Posse, add 1 to this roll's result)

D6	Result:
1:	You find nothing other than a pile of decomposing bodies. Every Hero takes D3 Corruption Hits
2 :	The trail leads you down the quarry, where you will fall into a trap. Each Hero performs an Agility test to avoid it. Heroes that fail, take D6 Wounds.
34:	The trail leads nowhere. You find nothing.
5:	The trail ends on a room filled with some garbage. A chest in the middle of the room steals your attention. The chest is closed. Any Hero can try to open the chest with a 5+ Cunning test. If successful, draw two Gear Cards. All Heroes gain 20XP. If failed, a poison trap is activated. The Hero that tried to open the lock is poisoned for D6 poison tokens.
6:	You successfully find what you were looking for. A group of Cowboys roam the quarry. They are looking for something. You keep your distance to try to understand what they are up to.

All Heroes perform an Agility 5+ test to sneak.

If any Hero fails, you have been caught. "Well, well, what do we have here?" One of the Cowboys say. Before any shootout happens, a sudden sound bursts this section of the Quarry. Go to the Next Chapter section.

If all Heroes are successful, each Hero gains 20XP as you continue to follow the Cowboys.

"It must be somewhere around here", one of the Cowboys say. "At least that's what they said. Can you believe it? A bag filled with Darkstones. So many Darkstones that you won't know what to do with them. I mean, I know what I will do. 'Gona' give myself nice money for it, that's for sure. What about you fellas? What will...?"

A sound burst in this section of the Quarry. The cowboys realize of your presence as they reach for their guns...

Next Chapter:

... But you and the Cowboys are not alone. Three Dark Stone Hydras emerge from the ground and provoke a small Quarry earthquake, causing falling rubble!
Each hero performs a luck test 5+ to check if some rubble falls on their heads. If a Hero fails, take D3 Hits.
The Dark Stone Hydras immediately attack the cowboys. You need to run. The path that leads to exit is no more. You go in a different direction.

As you run, you hear screams of the Cowboys attacked by the Hydras. Agonizing screams of those who cease to exist. You know the Dark Stone Hydras are coming for you next.
There is no escape, you start to panic.

Each Hero performs a Spirit 5+ test. Fail and take D3 Sanity.
As the Dark Stone Hydras approach, you find a way out of this Nightmare. A gate! You decide to enter... Strangely, the Dark Stone hydras do not follow you and the gate disappears as the last Hero enters.

You are now on a Ship. An advanced technological futuristic ship. You further investigate and soon realize that you are not alone. Death follows everywhere and even here, in the future. A group of undead with Space Suits start to chase the Posse. One thing is for sure, this is going to be a long day!
*Run the mission 5 "Voyage of the Dead" from the book Derelict Ship

712 - Bounty!

Writer: Nuno de Sá

A Deputy travels alone carrying a pile of Posters. After introductions, he explains that the Sheriff from the nearby Town asked him to distribute the Bounties. Seems there has been some recent attacks in the area from a specific group of nasty creatures.

Roll a D3 to see what the Bounty is:

1 - Creatures with keyword "Undead" - $20 for each killed
2 - Creatures with keyword "Void" - $20 for each killed
3 - Creatures with Keyword "Daemon" - $30 for each killed

This is only valid until the end of the Next Mission. Money is instantly collected by a Hero each time he kills a creature of the type rolled.

713 - Cursed Doll

Writer: Nuno de Sá

There was something wrong in those woods. An unnatural presence was felt by the Posse but nothing happened. The Posse traveled through without triggering any event, or at least, that's what you thought..

Choose a random Hero:

This Hero finds a doll inside his Side Bag. He does not know how she got there in the first place. After a few attempts to get rid of the doll, such as, throwing the doll away, rip it to pieces and even burning, he learns that the doll will always reappear inside his side bag, unarmed, after a few minutes.

The doll is cursed. If the Hero's Side Bag is full, destroy a random Side Bag Token that is replaced by the Doll. As long as she exists, this Hero haves 1 less Side Bag Token capacity.

Also, roll a D6 to find the curse that comes with the Doll

D6	Result:
1:	Your Luck is over. Your Luck is at -1
2:	Your max Health and max Sanity are at -1
3:	Your initiative and movement are at -1
4:	This Hero or any Hero that is inside the same tile as this Hero during an adventure, while rolling for Hold the Darkness, have the rolls reduced by 1. You can destroy a dark stone to add 1 to the Hold the Darkness result
5:	Roll only a D6 for any Madness or Injury Chart Rolls
6:	Your body shines. Whenever you enter a Town, immediately gain 2 Unwanted Attention Markers. All Town Location Rolls are at -1. Your body acts as a Lantern. Under the Mines, any Hero that is in the same Tile as you haves enough light and is immune to the lack of light caused by Lantern being out of range After you remove the curse caused by the Cursed Doll, she vanishes. Your Side Bag Token Capacity is again at Max

714 - Black Raven

Writer: Nuno de Sá

A Black Raven follows the Posse everywhere they go. This is surely a bad Omen.

All Heroes perform a Spirit 5+ test.

If failed, take D6 Sanity

Choose a random Hero.

His next Dice Roll result is an automatic 1. If he have to roll multiple dices at same time, one of them is 1

715 - Coma

Writer: Nuno de Sá

First you feel a Headache. Then your head starts spinning. You can hardly hold it together. I feel as if you are about to faint.

Chose a random Hero to perform a Strength Test 5+

<u>If success:</u>

You had High Blood Pressure and barely made it without fainting. Take D3 Wounds. It will take a while to recover. Gain 10XP and lose a Grit

<u>If failed:</u>

You faint and go into Coma. The other members of the Posse will have to carry you to next Town. This Hero ignores all following Travel Hazards. He spends the first D3 days in town in a Doctor (Town or Camp) recovering.

The Hero is then able to leave the Doctor but he must perform another Strength Test 4+. If failed, he permanently loses 1 Sanity due to permanent brain damage.

The doctor later explains that this Hero suffered from a rare head trauma related disorder that can lead to coma in extreme circumstances.

716 - Bad Neighbors

Writer: Nuno de Sá

Great, you wake up to find that most of your food was eaten by nearby animals

All Heroes take D3 Wounds permanently due to the hunger caused by lack of food

717 - The Lost
Writer: Nuno de Sá

There is no other way to say it. You are completely lost. You have no idea where you are and the direction to the nearest Town.

The Hero that rolled this Hazard rolls additional D3 Travel Hazards that represent the effort to be again on the right track to the nearest Town.

718 - Poison Ivy
Writer: Nuno de Sá

It's itchy, it's painful and it definitely ruined your Travel. It was as easy as accidentally brush one of these plants with your leg.

The Hero that rolled this Hazard takes D3 Poison Markers

721 - Uktena
Writer: Darrell Jones

Rumors across the plain have spoken of the Uktena, a horned serpent as big as a tree, with a jewel encrusted on its head.
Most people figured this for lore, including the Heroes. That is, until right now.

Standing before them about 10-feet tall, is the Uktena. It's antlers reaching into the sky.

You have disturbed the Uktena and it is ready to strike. The Heroes have two options, fight or flee.

If deciding to flee, each hero tests Agility 5+: If at least one Hero passes, the Heroes flee, but not before the Uktena attacks. Each failing hero takes D6 hits.

If deciding to fight, each hero tests Cunning 5+

If any Hero fails the Cunning test, the Uktena strikes first bringing its antlers down to charge. Each Hero takes D6 wounds ignoring Defense.
The Heroes then retaliate, striking fiercely, so that they can find cover. They realize quickly they are not capable of destroying the Uktena. At the first opportunity, they turn and flee. Lose 1 Grit.

If all Heroes pass the Cunning 5+, they strike quickly and devastatingly, unleashing a fury that quickly kills the Uktena. The Heroes each receive 50XP and D6 Darkstones after removing the jewel from the Uktena's head.

722 - A Hanging Proposition
Writer: Perry Grosshans

The Posse come across a disturbing sight just off to the side of the road. A group of four cowpokes are in the process of hanging a man at the base of a large tree. This fancy fella is dressed in his Sunday best, but from the way his shirt is untucked, his face all dirty and bruised, and with several tears in his jacket, it is quite clear he has been roughed up. The cowpokes have tied his hands behind his back, and dropped a noose around his neck. One of them is in the process of tossing the end of the rope over a branch. A top hat lies on the dusty ground, and one of the cowpokes picks it up and places it on his own head with a laugh. When the fine-dressed fella spots the Posse, he calls out to them.

"Help!" he yells, fighting at his bonds. "These men are going to murder me!"

One of the cowpokes looks at you and scowls. "This here feller is a no good swindler," he says, spitting on the ground near the gentleman's fancy shoes. "He forced good folks outta the town by foreclosing on their houses. He cheated 'em, and fer that he's gonna hang."

"He's lying!" the man yells. "They only want my money! If you free me I'll give each of $100! Please help me!"

The posse has a choice: They can either walk away and let the rich fella dangle from the end of a rope. Or they can try and save him.

If the posse intervenes, they must fight a successful combat versus four bandits.

If they win, they receive 50XP and one Loot Draw each. The fella, whose name is Merle Dewitt, is very grateful and rides into town with the posse and gives them each $100 as a reward for saving his life. Unfortunately, Mr. Dewitt works for one of the big city banks and is not well liked here at all, as he has indeed foreclosed on several homes. Before a posse member can interact with any Town area, they must first pass a 4+ Cunning or Luck test (player's choice).

Failure means someone saw them entering the Town with Mr. Dewitt, and they are not allowed into the establishment; that Town area is now unavailable for all the posse for the rest of their stay (this can include the Hotel!).

723 - Wendigo

Writer: Darrell Jones

The Heroes are being hunted. They have sensed someone, or something is following them for the last few hours. They have double-backed to catch the hunter to no avail.

It gets dark and the Heroes set up camp.

The Heroes settle in for the night.

Choose a random Hero to perform a Cunning 6+ test to take the first watch

If the Hero passes, he hears something nearby, grab his weapons and awaken the other Heroes. Whatever it was, they have scared it away, at least for tonight.

If there is another Travel Hazard after this one, replay this Travel Hazard first. Keep replaying at the start of any remaining Travel Hazards until there is another outcome (fail the Cunning test). Every time, chose a different random Hero.

If a Hero fails the Cunning 6+ test, he moves toward the noise he heard, hand on his weapon. A Wendigo quickly jumps out and takes bite out of the hero. That hero takes D6 Wounds ignoring Defense, then dazes in and out of consciousness.

As the Hero starts to regain conscience, daylight is breaking and the realization sets in that the Wendigo has pulled the Hero away from camp and has been feasting at its leisure. The Hero takes D3 Sanity hits.

The Wendigo is trying to drag the Hero off now that the sun is coming up.

The Hero then tests Strength 5+ or Agility 5+ (-1 due to the fever).

• If the Hero passes either one, he fights back and make enough noise to awaken the other Heroes that arrive in time to kill the Wendigo. Each hero receives 50XP.

• If the Hero fails both tests, the Heroes realize the Hero is missing and start searching. They find the Wendigo and kill it, each gaining 50XP, but not before the Wendigo has done significant harm to the Hero. He rolls once on the Injury Chart.

The Hero now has a fever and a slight infection. That Hero is -1 to all Trait tests until he sees a Doctor in town and pays $50 to be treated.

724 - Night of the Living Dead

Writer: Nuno de Sá

You find a Stagecoach traveling in the same direction of the Posse. An old man and a little girl make their way into next Town.
They seem nice and you decide to travel together. Along the way, the Posse get to know the new friends and find out that the little girl's parents died due to sickness conditions and the old man, the grandfather, is her only family left. There is something interesting about this girl. She does not seem to fear the dangers of this world. She seems happy together with her grandfather and ever happier with the new friends she made.

Down the road you decide to make camp. All Heroes are extremely pleased to have met this girl and her grandfather. Before going to sleep, you play games, tell stories and laugh...

All Heroes Recover 1 Grit

Suddenly, a spear crosses the sky straight into the little girl's chest. She gargles in a mountain of blood and in seconds all the happiness transforms into a nightmare. Her Grandfather quickly grabs her in his arms while blood splashes his face.

All Heroes perform a Spirit 6+ test. if failed, take D6 Horror Hits.

All Heroes immediately grab their weapons. A dozen of undead attack the Posse. Some of them have spears, others are equipped with rustic weapons. You don't care. They will pay the price. They will all be slaughtered!

All Heroes lose D3 Health from the fight with the dead and win 30XP

After a while the dead are no more. The Posse take a time to catch their breath...

When the Heroes turn back, they no longer see the girl or her father. Confused, they search the area but they regret it when looking inside the Stagecoach.

Terror, horror, agony, no word can describe what they see. The girl is up and her eyes shine red. She is holding a knife in one hand and her grandfather's head on the other. An evil smile crosses her cheeks. The spear is still stuck to her chest and it seems as if she transformed into one of the dead. She decapitated her Grandfather while the Posse was fighting.

All Heroes perform a spirit 5+ test.

If failed, take D6 Horror Hits

You then kill and decapitate the girl and decide to do the same to all remaining dead ones, just in case.

725 - Medical Stagecoach

Writer: Nuno de Sá

A Stagecoach with the medical cross stops nearby. An old man with a long white beard greets the Heroes and asks if they are in need of help.

Heroes can fully heal their Health for the price of $50

Also, each Hero performs a Strength 5+ test. If successful, gain 1 Health Permanently

726 - The Sphere

Writer: Darrell Jones

As the sun sets behind, the Posse notices a blue glow ahead of them. They follow the source of the light to find a translucent blue sphere floating in a field. The sphere is humming with energy, sparks emit from its surface and the hair on the back of the Heroes' necks stands up.

The Hero that rolled this Travel Hazard can decide to interact with the sphere or ignore it. If they choose to ignore it, this Travel Hazard ends.
If they choose to interact with it, roll a D6. On a result of:

D6	Result:
1:	The Hero stares intently at the sphere and decides to try to grab it. The Hero instantly realizes this was a terrible idea as the sphere shoots out a bolt of electricity doing D6 hits ignoring Defense.
2:	The Hero stares unblinking at the sphere. "Yes, I understand." they say. They grab their weapon and try to attack a random Hero. Roll a D6. If a result of 1-3 the Hero is successful in their attempt and attacks a random Hero. Resolve a normal Combat hit and Defense roll. On a result of 4-6, the other Heroes see what is about to happen and intervene just before the Hero attacks. The attacking Hero suffers D3 Sanity hits as he snaps out of his daze.
3:	The Hero caresses the edges of the sphere trying to deduce what to do with it. With a sudden burst of light and the sound of an explosion many miles away, the Heroes are instantly transported to then next town - ignoring any remaining Travel Hazards.
4:	The Hero walks around the sphere trying to find some way to interact with it. Suddenly, the Hero's eyes roll back in their head and he chant out a melodic series of words that no one can understand. The sphere opens and the Hero is cast in blue light. That Hero is now enlightened to the universe and their place in it. Gain 50XP.
5:	The Hero whispers to them self and reaches into the center of the sphere. He pulls out some large nuggets of gold! Roll a D3 x $50 for the amount.
6:	The Hero reaches into the core of the sphere and pulls out D6 Darkstone!

727 - No Man's Land

Writer: Nuno de Sá

Some days have passed since your last event. As far as you can remember the last living something you saw, other than your own posse, was a black bird. A raven, somewhere yesterday. This area feels like a dead zone..

You have spent too much time traveling while bored and became sluggish as a result. You will need time to recover.

All Heroes perform a Spirit 5+ test.

If fail, they are at -1 initiative on their next mission.

728 - Toxic Haze

Writer: Phitbarfty

A greenish miasma crawls across the passage before diluting

Every Hero takes Hits

Every Hero also performs a Luck 5+ Test

Heroes that failed this test are at -1 Speed until the end of their next Adventure. Gain 20XP if you succeed.

731 - Christian Temple

Writer: Nuno de Sá

The Posse comes across a Christian temple dedicated to the religion.

Heroes can fully heal their Sanity

Also, each Hero perform a Spirit 5+ test

If successful, gain 1 Sanity Permanently

Preacher / Nun Heroes recover 1 Grit at this location

732 - Ghostly Visage

Writer: Nuno de Sá

A strange old man stands near. He looks pale, almost as a ghost. Someone in the Posse asks: "Who are You?"

The old man answers

"I am no one. I have never been anyone and I was buried without ever being known to anyone.

I never knew who I was nor was there anyone to teach me. There was nowhere I belonged in this world. No one needed me and no one knew me. I came to scavenge garbage by night. And by day, I hid silently in a pit. After a very long time had passed, my home became a grave for the people who lived above. Soon after my home became my grave."

All Heroes perform a Spirit 6+ Test

If fail, take D6 Horror Hits

The old man then disappears.

733 - Train Station

Writer: Nuno de Sá

You find a small location with only a Saloon and a Train Station. Perfect!

Heroes can spend the day in the Saloon (Don't roll on the location chart).

Also, at the end of the day, the Heroes can take the train to any location.

If you decide to take the Train, this becomes the last Travel Hazard and you don't need to roll for a City Type when arrive at Town. Instead, choose one (as per Frontier Town expansion).

734 - Deadmeat

Writer: Oscar Andrés Schwerdt and Nuno de Sá

The water your horses drank from that dark creek was no good and now they are sick

Any Hero that haves a tonic token may spend it to save his mount. If you don't have a tonic token or decide to not use it, your mount dies and you take D8 wounds for traveling through the desert on foot.

If you lost your mount, you need to buy a new one when you arrive in Town. If you don't buy one of the special mounts available (as per Frontier Town expansion), you can buy a standard one for $50

735 - The Pirate Ship

Writer: Oscar Andrés Schwerdt and Nuno de Sá

A few miles deep in the desert and the heroes start to struggle with the hot sun burning their very souls. "I must be delirious", say the hero that rolled this travel hazard, "I see an otherworld gate in the middle of the desert". Another hero (if available) replies "If you are delirious, I am too as I can also see it. Let's check, maybe it will take us to somewhere cooler than here". The heroes rush and approach the gate. They take a peek, obviously. Though luck, in the other side you find another desert. Sure looks much like the one you are in except that the sand is darker but the sun also burns. "Mother of god", you say, "You guys won't believe what I see". You can hardly believe it but you see an old pirate ship in middle of the desert.

Choose:

Ignore.
It's too hot and you don't care, you will continue traveling in your world to the nearest town. Nothing else happens

Investigate the Pirate Ship.
All Heroes perform a Scavenge check.
If any of the heroes roll a 1, you are attacked by Alien Hungry Dead.

They are huge and they are deadly, not like the ones you find back on earth. All heroes run and take D8 wounds.
If none of the Heroes rolled a 1, draw a scavenge card for each 6.

Resolve the scavenge cards normally but If you find Gear, draw an otherworld card. You just found an artifact from that world. Draw it from the respective deck.

736 - Critter Swarm

Writer: Phitbarfly

A multitude of fear crazed critters swarms over the party and across the passage

Every Hero takes Hits

Every Hero performs a Agility 5+ Test

Heroes that fail this test must take D6 Hits. Gain 20XP if you succeed

737 - Luz Mala

Writer: Darrell Jones

The Posse settles down for a night on camp they notice a strange light as the moon rises on the horizon. There is a distinct purple hue to the light. Folklore tells of great treasures buried at these locations!

The Heroes can visibly see where that light is emanating from in the valley and make note to check it out in the morning.
The next morning, the Heroes come to the site they believe the light was shining from. Each Hero rolls a D6

D6	Result:
1-2:	Ambush by Void Spiders! Pull a random Mine tile and place the Heroes in the center of the tile. Roll 2 for the number of Void Spiders attacking. Conduct the fight as normal.
3-4:	You find nothing of value.
5:	You find 2D3 Darkstone.
6:	Find 2D6 X $25 Gold

738 - Poisonous Scorpion

Writer: Nuno de Sá

This is not your lucky day. You have just been stung by a Scorpion

The Hero that rolled this Travel Hazard take D6 Poison tokens

741 - Dust Bowl

Writer: Nuno de Sá

It's a windy day. While crossing a small desert area, a considerable amount of sand particles are blown closer to the surface. A Dust Bowl is about to start.

Each Hero performs a Lore +4 test

Depending on each Hero's knowledge on Dust Bowls, they will do their best to take cover and wait for it to pass.
If failed, Dust Bowls are known to cause lung related diseases. roll a D6:

D6	Result:
1:	Perform a Strength test 5+. If you fail, you got Dust Pneumonia. Symptoms include, Chest pains, high fever and difficulty in breathing. For every remaining Travel Hazard until Town, this Hero takes D6 Wounds. During the next Town Stay, this Hero needs to stay at least 5 days in the Doctors tent. At that time, he recovers. During the next Mission, this Hero is at -2 Initiative.
2:	Perform a Strength test 5+. If you fail, you're Hero now haves Asthma. This disease cannot be threated. Every time you are under the mines and for every Tile after the 7th, this Hero takes 1 Wound without defense.
4-6:	You are lucky to not have caught any lung related issue.

742 - Holy Water

Writer: Nuno de Sá

You find a pilgrim traveling alone. He presents himself to the Posse and claims to be a Holy Man that dedicated most of his life giving hope and salvation to those who need. He also seeks to sell bottles of Holy Water to the fine Christians whiling to pay a small amount of money.

Each Hero performs a Cunning test 5+

If succeed, you refuse to buy something from this charlatan.

If failed, you have been convinced to buy a bottle of Holy Water. Pay $50. If you don't have the money, you trade the Holy Water for a Side Bag Token. If you also don't have a Side Bag Token, the preacher curse you. Take D3 Corruption Hits.

It seems the Holy Man was not a charlatan and the Holy Water is indeed holy. You can use it the following ways:
- Consume it to heal D3 Corruption
- Throw it to an enemy with the keyword "Undead" to cause D6 damage, ignoring defense

743 - Labyrinth

Writer: Nuno de Sá

This section of the woods it a nightmare. Thick vegetation almost makes it impossible to travel. You still proceed as you believe this is the best way for next Town.

Some hours crossing this damn place and it's clear that it is not getting any better. Are you lost?

Roll D6:

D6	Result:
1-3:	All Heroes take D3 Wounds. You were unable to leave the woods area. Restart this Hazard.
4-6:	You made it through

744 - Flash Flood

Writer: Darrell Jones

With all the heavy rain, the Heroes should not have taken the trail through the valley. The Heroes are already knee deep in water when they hear are horrendous sound from high above as if the heavens above have crashed down upon the earth.

It's a flash flood! Instantly the Heroes are being swept away by the flood.

Each Hero tests Strength 5+ to find their way to higher ground.

Any failed rolls and the Heroes take D8 wounds as they are bounced against boulders and trees that permeate this valley.

745 - Hurricane

Writer: Nuno de Sá

The wind is blowing at a furious speed. Some trees fall down. It's a Hurricane!

Although the Posse was able to avoid the Hurricane's rage, the same cannot be said from the nearby Town.

Next Town you stay loses D3 Buildings.

746 - Lottery Ticket

Writer: Nuno de Sá

You found a valid Lottery ticket left at the side of the trail.

The Hero who rolled this Hazard Rolls a D8 when he reaches next Town.

D8	Result:
1-6:	Nothing
7-8:	Perform a Luck 6+ test. If successful, win $500xD8

747 - Mutant Hideout

Writer: Nuno de Sá

During your travel, you found a Mutant Hideout. It cannot be compared to a Town but it provides many services to those adventurous and whiling to enter

Each Hero can decide to enter or not. If you decide to enter, immediately take D3 Corruption Hits without Willpower Save.

The air in the hideout is so corrupted it taints those who enter. You can perform any activity as if in the "Mutant Quarter" location (as per Frontier Town expansion) and buy any of its items. Don't roll on the Location chart.

At the end of the stay, roll a D3

D6	Result:
1:	Nothing Happens
2:	The Posse have made a new friend during this stay. He requests that you deliver a letter to a friendly contact. Each Hero that entered the Hideout wins D6x$25 when arriving to next Town
3:	A Mutant Healer is in the Hideout, providing free Mutation Healing services to everyone. Each Hero that entered the Hideout heals 1 random Mutation.

748 - The Scam

Writer: Nuno de Sá

A dubious man and his Gang introduce themselves to the Posse. "Howdy, my name is James Pattee, but everyone just calls me Pattee. This are my men and we are looking for fine people such as yourselves whiling to make some coin. What do you say? I am about to run a Lottery on Brimstone. See, selling Lottery tickets to give hope for those who need. The money is for charity of course. If you are heading into the nearest Town, I could use you guys to meet us there to sell some Lottery tickets. Now what do you say?"

Choose:

Refuse the Offer: Nothing happens. Ignore this Hazard.

Accept the Offer:
When you arrive to next Town, during day 2, each Hero will try to sell 1000 Lottery tickets for $1 each. You cannot perform any other activities during this day.
Each Hero rolls a D6:

D6	Result:
1:	You sold 100 Lottery Tickets
2:	You sold 300 Lottery Tickets
3:	You sold 500 Lottery Tickets
4:	You sold 700 Lottery Tickets
5:	You sold 800 Lottery Tickets
6:	You sold 1000 Lottery Tickets

Then Choose:

You can give the money back to Pattee.

He will give 10% of the income to each Hero. Later you find that this was a scam and Pattee is known to make a lot of money from Lotteries all over the Old West. Each Hero takes D3 Sanity Damage. Also. Each Hero receives 1 Unwanted Attention Marker as a result of being associated with a scam. This Hazard is over.

The Posse may try to leave Town with the money they gathered.

All Heroes perform a Cunning Test 5+

- If all Heroes are successful, you're staying in Town is over. You keep all the earnings. All Heroes become Wanted. This option is not possible if you have at least one Hero with the keyword "Law". Next Town you visit all Heroes get 5 Unwanted Attention Markers when they arrive.

- If any Hero fails, Pattee finds out of your betrayal and have the Posse surrounded by dozens of men plus the Sheriff. You lose all the money and receive a warning from the Sheriff. Until the end of the Town Stay, each Hero removes 1 from any Town Location Chart Rolls.

751 - Side Trail Trouble

Writer: Nuno de Sá

A man is lied down at the side of the trail. His clothes are ripped, and blood flows from a flesh cut above his eye. He tries to push himself up, but his arms are shacking. He winces painfully.
The Posse helps the man to rise up and ask what happened.
"I was just on my way to the nearest Town when I was attacked by a group of lawless men. I guess I can't complaint since I am still breathing. They stole all my money."

The Posse helps the man recover and provide him some supplies for the remaining travel.

All Heroes gain 30XP for helping the man. When they arrive to next Town, they add 1 to all Town Location Chart rolls.

752 - Sacred Tree

Writer: Nuno de Sá

A Giant Tree with dozens of hanged dead bodies stands in your way. The Posse have seen dead bodies and even worst many times but not like this. Each body that lies hanged shows signs of torture and mutilations. This is a place of Horrific pain. Multiple strange symbols, amulets, totems and blood paintings surround the Tree and suggest the usage of dark rituals by evil beliefs.

All Heroes perform a Spirit 5+ test

If all Heroes succeed, you leave this area and wish never to return. This Hazard is over.

If any Hero fails, take D6 Sanity. Also, you hear voices of the dead hanged in the tree. They beg to be removed from the tree and buried underground.

Choose:

Accept:

Dig some holes, remove the bodies from the Tree and bury them: All Heroes win 20XP. Also. all Heroes perform a Luck 5+ test. If any Hero fails, a Group of Native Indians surround the Posse. No one understands their language, not even an Indian Scout. They seek vengeance for the trespassing of their Sacred Tree and attack. The Posse runs. Each Hero takes D6 Wounds.

Reject and leave the area:

The dead curse the Posse. All Heroes perform a Spirit 5+ test. Those that fail are now at -1 Attack Damage per Hit against enemies with the Keyword "Undead"

753 - The Flesh Door

Writer: Darrell Jones

The Heroes come across what appears to be an abandoned church. They notice that the church has no crosses anywhere. Inside, they feel a dark presence.

All Heroes must agree to continue investigating the church or ignore the rest of this Travel Hazard.

If they decide to leave, this Travel Hazard ends.

If they decide to investigate, they find a back room with a closet. The closet has a door made of human flesh! The flesh door is alive and seems to be breathing.

Each Hero takes D3 Sanity Hits as the sight of this eats at their sanity.

Again, all Heroes can choose to continue or leave. If they leave, this Travel Hazard ends.

If they continue, they realize that this flesh door is here protecting something.

All Heroes test Strength 6+. If all Heroes fail. The leave this flesh door alone and swear never to speak of it again. The heroes feel sick and suffer D3 Sanity hits.

Anyone that passes takes a knife and starts cutting into the door. A shriek erupts from the wall piercing their very souls. This flesh door feels everything they are doing. The heroes are close to opening the flesh door.

Take D3 Sanity hits ignoring Willpower to continue.

Inside, the Heroes see an ancient artifact. Draw a random World Card. If you draw Mine, draw another. Then draw an artifact from that world's Artifact Deck. As the heroes pick up the artifact, the flesh wall wails in terror then explodes causing D3 Hits to all Heroes.

754 - Veterans!

Writer: Nuno de Sá

You have found a Camp with many soldiers. Some are wearing their uniforms and some are not. You decide to take shelter for the night and learn that this soldiers have deserted and no longer care about the war. Some of them ask you if you are interested to welcome new members to your posse.

If you don't have the "Old West Allies" expansion, ignore this Travel Hazard.

The Hero that rolled this Travel Hazard roll a D6:

D6	Result:
1-2:	You inspect all ex-soldiers that are willing to join your posse but none of them seem good enough.
3:	After inspection, you decide that at least one-man haves enough skills to join your posse. A Henchman (Advanced).
4:	None of the volunteers are worthy to join your posse, however, a blacksmith outstands from the rest. He asks to join. A Blacksmith (Advanced)
5:	After inspection, you decide that at least one-man haves enough skills to join your posse. A Henchman (Advanced) with "Ally Level 2" joins your posse.
6:	None of the volunteers are worthy to join your posse, however, a blacksmith outstands from the rest. He asks to join. A Blacksmith (Advanced) with "Ally level 2" joins the Posse

755 - Pack Mule

Writer: Nuno de Sá

You find a Pack Mule feeding from some herbs. As you approach, you find it odd that no one is around

If you don't own a copy of the "Old West Allies" expansion, ignore this Travel Hazard. If any Hero from the Posse owns a Pack mule, this Hazard haves no effect.

You have found a Pack Mule (Advanced)

The Hero that rolled this Hazard performs a luck 6+ test

Failed - The owner shows up. He was taking a "piss". You greet him and leave.
If you have a Hero with the Keyword "Outlaw" and none with the Keyword "Law", you can steal the mule from the owner. If you do, all Heroes that are not Outlaw take 1 Corruption without Willpower save.

Success - The Pack Mule is now yours. You also find D3 Dark Stones inside one of the bags.

756 - Dust to Dust

Writer: Nuno de Sá

A group of farmers stand close to a grave dig in the middle of nowhere. A preacher shout words from the old bible, desperately trying his best to provide comfort. "...by the sweat of your brow you will eat your food until you return to the ground, since from it you were taken; for dust you are and to dust you will return."
As the Posse approaches, the preacher finishes his sermon with a single word: "Amen". You sense danger. The farmers and the preacher are not happy with your presence.
"What do you want?" Say the Preacher: "Have you come to rejoice your deeds? Have you come to make fun with those who suffer? Are you the ones who killed poor Eliot?". The Preacher takes his Shotgun and aims at the Posse. "Who is laughing now?" Shouts the Priest. The farmers also take guns from their belts and aim at the Posse.
It is clear this is a mistake. A man is dead and it seems you are blamed for it.

All Heroes in the Posse perform a Cunning test 5+ as they try to convince that they are not to be blamed and you have no idea what happened here. If at least half of the Heroes passed this test, you are able to explain that you are just passing by and have nothing to do with Eliot's death. Each Hero that passed wins 30XP. This Hazard is over. If more than half of the Heroes failed this test, you are in trouble.

Choose:

Kill the farmers and the Priest:
All Heroes take 5 Corruption Hits (Heroes with Keyword "Outlaw" are immune) and win 50XP. Each Hero also takes 3 Wounds. This option cannot be chosen if you have a Hero with the Keyword "Law" on the Posse.

Just leave:
The Preacher and the farmers start to shoot at the Posse. You don't want to harm innocents. Each Hero take D6 Wounds but Heal D6 Corruption.

757 - Exchange Bodies

Writer: Nuno de Sá

A strange wind blows through the Posse. It only takes a few seconds but it's strong enough to alarm the Mounts.

Chose a random Hero. His head starts spinning before he goes unconscious as the wind stops blowing.
Chose a second random Hero. He also feels strange. He does not faint but he feels something changing inside of him. Inside his mind.
The unconscious Hero wakes up and the Posse proceeds travel.

When the Posse starts their next Mission, right after they enter the Mine (or any other world entrance), both Heroes faint for a few seconds, take D3 Sanity Damage and then, when wake up, they exchange bodies. The player that controls the Hero that fainted will control the second Hero and vice versa. This effect lasts only until the end of that Mission. Heroes keep the old Sanity and Willpower values as only the body was transfered.

758 - Law Enforcing

Writer: Nuno de Sá

You found a Stagecoach that was just assaulted. Luckily for the owners, the thieves were just after the money and left them alive. They ask the Posse to pursue the thieves and bring them to Justice.

If you have a Hero with the Keyword "Law" you cannot refuse this request

Otherwise choose:

Apologize and leave. You are in a hurry and don't want to waste more time. This Hazard is over

Hunt the thieves:

All Heroes roll Lore 5+ and Cunning 5+

If all Heroes fail,

You could not find the Thieves. All Heroes lose 20XP. This Hazard is over.

If any Hero is successful,

You have caught the thieves. Each Hero then choses to perform a test of Agility 5+ or Strength 5+ to fight them.

•If all Heroes fail, each Hero take D6 Damage and run away. Also, all Heroes lose 20XP. This Hazard is over.

•If at least on Hero succeeds, you won the fight and are able to recover the Bandits stolen material.

If you have any Hero with the Keyword "Outlaw", you have an option to keep any stolen merchandize for yourselves.

If you have any Hero with the Keywork "Outlaw" and any Hero with the Keyword "Law", those Heroes can have a debate of what to do next:

Either they agree to keep the merchandize or they will deliver it to the Stagecoach Owners. If they don't agree, they can have a fight until one Hero is KOed. Whoever wins, decides what to do next. This fight is resolved normally. Chose a random tile as use it as the Fight's scenario. Heroes take turns to place them in the tiles (follow initiative order) and fight. You can have multiple "Law" Heroes or multiple "Outlaw" Heroes

Deliver the Merchandize to the Stagecoach owners: Each Hero receives $50xD6 as reward and win 50XP. Any Law Hero receives an extra 50XP.

Keep the Merchandize: Each Hero draws a loot card and receives $100xD6. Any Outlaw Hero receives 50 XP

761 - Mark of the Damned

Writer: Nuno de Sá

You have a horrible dream. Deformed monsters slaughtering animals and humans alike. In this dream, you are trapped and are unable to run while an evil creature feasts of human bodies while looking at you.

Choose a random Hero to perform a Spirit 5+ test

If fail, take D3 Horror Hits

Regardless if fail or success, you wake up, sweating and trembling. What a horrible nightmare you had. A strange burning feeling on the neck captures your attention. After analyzing, you find a small mark tattooed on the back of your neck that you have never noticed before.
This is the mark of the damned and it is a curse. As long as you are cursed, the dead will stalk you.
Every time the Posse draws a threat card, roll a D6.

D6	Result:
1:	Ambush Attack - D3 Hungry Dead
2,3:	Ambush Attack – 1 Hungry Dead
4,6:	Nothing Happens

762 - Clash of Titans

Writer: Nuno de Sá

A loud roar echoes trough the mountain above. A few seconds later, one Harbinger is seen flapping his Wings furiously as he strikes the ground. Close to him, a Dark Stone Hydra threatens the Harbinger lunching attacks with her multiple heads. A battle of titans take place at the distant Mountain.

The Harbinger summons a pack of Hellbats that ambush the Hydra but they prove ineffective as the Beast's multiple heads bite the Hellbats until they are dead. The Harbinger tries to fly away but one of the Hydra's heads manages to hold the Harbinger with a bite, while trying to grip the Demon, forcing him to stay down. The grip does not last long, The Harbinger's fleshless body proves difficult to hold tight. As he escapes, he looks down at the Hydra and screams with unspeakable terror.

All Heroes take 4 Horror Hits but this is a spectacle they cannot miss and continue to Watch. Roll a D6:

D6	Result:
1-2:	The Dark Stone Hydra wins
2-4:	The Harbinger wins
5-6:	They both die as a result of the clash

If both the Harbinger and the Dark Stone Hydra die as a result of this fight, the Heroes can go to the area and search the place. Each Hero wins 1 Dark Stone and 1 Loot Card as a result.

763 - Mount Ridding Race

Writer: Nuno de Sá

A cocky Young Adult shows up near the Posse riding a magnificent Horse. "Greetings" He throws to the air while adjusting his Hat's position. "It's a lovely day. Any of you 'old bones' care for a Race? Been some days since my last race and Mr. Lucifer here needs the exercise."

Any Hero can choose to race the Young Man. This is not about money, it's about pride.

How to race:

The Young Man's initiative is 8 and his Agility Is 4
Each racer, by order of initiative, performs an Agility 5+ test. For each 5 or 6 Die rolled, you get a speed token. The first racer to get 10 speed tokens, wins the race.
Every Hero that participates in the race but does not win, gains 50XP

If a Hero is the winner of the race, he wins 100XP
If the winner is the Young Adult, all Heroes that participated in the race lose D3 Sanity Damage without Willpower save. Their pride has been hurt badly. (Any Orphan Hero is immune)

764 - A Game of Dices

Writer: Nuno de Sá

The Posse arrive to a small community living up in the hills. Nothing really happens here, except that they have invented a dice game called "Ones" that they use to spend their time.
The community does not play for money but they do play for Gear.

Any Hero willing to play chose an Item they possess. (Gear or Artifact only. Tokens, personal Items and Starting Gear are not allowed). They will bet that Item and discard it if lose the game. Draw two Gear Cards. Choose one. This is the Item the Hero wins if he wins the "Ones" game.

Heroes can only play the "Ones" game until they win one game.

How to play the "Ones" game:

A Hero plays against one opponent in turns.

One turn:
Roll five dices. For every 1 rolled, you win 100 points. Put all 1's aside and re-reroll the remaining dices. Again, score 100 points for each 1. Do this until all dices are 1's, or until the dices you roll do not have a single 1. (Any roll without at least a 1 is considered botched and you must immediately pass the play to the opponent)
You pass the play to the opponent when you have botched or when all your dices are 1's.
The opponent uses the exact same rules. When he ends his play, a full turn has passed.
The player that sums more points at the end of the three Full Turns wins the game.

765 - The Vagrant

Writer: Darrell Jones

The Posse comes across an old vagrant. He's drunk and delirious, rambling on about "somethin' in them hills" and "biggest varmint he's ever seen".

The Posse just assumes that he is drunk and passes on.

A few hours later they see another vagrant. He's wearing similar clothes. He's drunk and rambling something crazy like, "bigger than a bear" and "came outta nowhere". An odd coincidence, for sure. This has to be a different guy, right? So, the Posse carries on.

About an hour later, they see a third vagrant, this one is drunk too, but stumbling right toward the group yelling about the "giant is coming" and "get outta here!"

When the posse realizes that this is the same vagrant they have seen along their trek, they take D6 Sanity hits as they cannot comprehend what has happened

766 - Wildfire!

Writer: Darrell Jones

The Heroes are hiking through a dry field during a lightning storm. Quickly, lightning strikes and the field catches ablaze. Before they know it, the Heroes are surrounded by flames and the increasing heat and smoke is making it hard to breathe.

Each Hero tests Strength 5+ then Agility 5+.

If the Hero passes both tests

He sees a shallow area of the fire and jump through unscathed. Receive 25XP.

If the Hero passes only one of the two tests

He attempts to find a safe path through the flames and jump. He come up short and land in the patch of fire, suffering D3 Wounds ignoring Defense from the fire and D3 Sanity Hits as the heat and smokes chokes to the point of complete exhaustion.

If the Hero fails both tests

He takes too long to decide while the fire engulfs him. Take D6 Wounds ignoring Defense from the burns and D6 Sanity Hits as the fires have disfigured your face.

767 - Outdated Map

Writer: Nuno de Sá

A traveler informs the Posse that the map they got during the last Town Stay is outdated. They are traveling into a Town that is not the size they expect.

Roll a D3:

D3:	Result:
1:	The posse is traveling to a Small Town
2:	The posse is traveling to a Medium Town
3:	The posse is traveling to a Large Town

If you get the same result as the Town you were heading to, re-roll until you get a different result

768 - Refugees

Writer: Nuno de Sá

A large group of travelers is following the trail to the nearest Town.

They seem different from any other you have seen so far. They wear large white impeccable cloths. The women's hairs and bodies are completely covered and all you can see is their eyes. They seem harmless and you decide to investigate.

You discover that they come from a far place called Al-Hasā, located in Arabia. They are running from war caused by the greedy Ottoman Turks and their destiny lead them here. They are looking for a new place to stay.

If you have any Hero with the Keyword "Traveler" in the Posse, he immediately recovers one Grit.
If you have a Samurai in the Posse, he feels very connected to the foreigners and is happy to have met them. He also fully heals any Sanity Damage he may have

All Heroes perform a Lore 5+ test

This represents the Heroes explaining the knowledge and dangers of Brimstone to the foreigners in an attempt to convince them to live somewhere else.

Every Hero that Is successful, win 30XP.

Every Hero draw a Gear card as a result of this experience. The Arabs have many riches and are happy to have met the Posse.

771 - Gambling Camp

Writer: Nuno de Sá

You have found an illegal Gambling Camp..

If you have a Hero with the Keyword "Law" in the Posse, you move forward as you are not allowed to enter. This Hazard is over.

You enter. It's not easy to get access to all pleasures due to the high demand. Each Hero will try their luck to find an empty spot on the game they are whiling to play.

Each Hero performs a Luck 5+ and Cunning 5+ test. If successful, they get to choose the activity they want to perform in the Gambling Camp. (Choose an activity from D8 result bellow)

If not successful, roll a D8. The result is what destiny reserved for the Hero during this staying. Roll a D8:

D8	Result:
1	Nothing. You are stuck and all you can do is watch other having fun. This makes you really sad. Take D6 Sanity
2	Play Five Card Draw Poker (as per Gambling Hall)
3	Play Brimstone Craps (as per Gambling Hall and Saloon)
4	Play the Devil's Wheel (as per gambling Hall)
5	Play Casual Poker (as per saloon)
6	Play Street Gambling (As per Street Market)
7	Play Blackjack (Described Below)
8	You found an available Prostitute. Any Hero can deny the pleasures of a whore and re-roll the result. Heroes with the Keyword "Holy" reroll this dice until some thing other than 8 is rolled. Time to get some pleasure and forget the past. Heal a random Madness or recover 1 Grit.

Blackjack ($50 to Play)

Roll a D8, one dice at a time and sum the results. The goal is to get closer to 21 as much as possible but never more than 21. If the total result of the sum of the dices is more than 21, the game is lost.
Example: roll 8, then roll another 8, then roll 3. This equals 19
The player may decide to stop, since rolling another D8 will easily result in a final result of more than 21 or, if he feels lucky, he can throw another dice. If he rolls a 3, he gets 21 and wins a Jackpot
Heroes will win money according to the following results:

21 - $300
20 - $150
19 - $75
18 - $50

The Gambling Camp does not stay in the same place twice and they are always moving around. As such, you cannot stay here more than one day.

772 - Quicksand

Writer: Darrell Jones

Just off the trail, the Posse sees something peculiar. Sitting in the middle of a sand bed is a chest. The Heroes decide to investigate.

Choose a random Hero

This Hero walks out to take a closer look. As soon as he gets to the chest, he/she realizes he is in slow-moving quicksand but he/she is already shin-deep. The Hero starts struggling to get back to safe ground, but the more he moves the faster he sinks. The Hero is now waist deep. It's only a matter of time now...
The sinking Hero must test Spirit 5+ to calm his nerves and slow the sinking quicksand. If the Hero passes, he slows the quicksand. The remaining Heroes add 1 to all rolls when trying to save him.

All other Heroes must test Agility 5+. Everyone who passes uses some rope to lasso around the sinking Hero and then must then test Strength 4+. Any Hero that passes pulls the sinking Hero to safety.

If all Heroes fail the Agility 5+ test, the victim is now neck deep in quicksand and is moments away from death. Each Hero then tests Luck 6+ for one last lasso toss. Anyone that passes will then perform another test Strength 5+ to pull the Hero to safety.
If the Heroes fail either the Luck 6+ test or the Strength 5+ test, a second random Hero goes after the first Hero. That Hero is able to grab a hold of the first Hero and keep his Head above the quicksand.

All tests start again to save the second Hero.

This continues until all heroes are saved or there is one hero remaining on safe ground. That hero has the choice of trying to save all the Heroes by passing all the same tests, or abandoning the posse and saving his own skin.

If the last hero decides to leave, he suffers D6 Sanity hits ignoring Willpower as the guilt of his decision will weigh on him for eternity. (Then read *)
If the last Hero tries to save the Heroes and fails all the tests. All the heroes take their last breath as they sink under the quicksand.

The next morning, they all awake at the banks of the quicksand. The chest is still mysteriously sitting in the middle of the sand bed. They are all alive, but quite shaken by the events. They should be dead! Who saved them? How is this possible. Each Hero has lost a random gear card or D3 Darkstone or $200 (their choice). Each hero also takes D3 Sanity hits as the near-death experience bears on your mind.

* The heroes in the quicksand survive, waking up on the banks the next morning just as above - losing items/money/Darkstone and suffering Sanity hits. They quickly gain their composure and head out to catch up to the yellow-bellied, lily-livered "Hero". Players can decide how the Hero that left them for dead can repay them.

773 - Comfort for the Children

Writer: Nuno de Sá

You have found an illegal Gambling Camp..

It's near dark when you find a Camp filled with pilgrims. You find them grieving for recent deaths caused by a few horrific encounters with monsters, bandits and other usual Brimstone events.

Heroes with the keyword "Performer" can attempt to put a smile on the children faces by performing a Cunning test 4+. If Succeed, win 50XP.

If there are no Heroes in the Posse with a Keyword "Performer", any Hero may try to tell Happy Bed Time Stories to the children, to comfort them by perform a Lore test 5+. Those that succeed, gain 20XP

Any Hero failing any of tests above contributed for the Children's sadness and lose a Grit.
Nothing better than to make children happy. Any Hero that succeeds any of the tests above recover 1 Grit and heals D3 Sanity

774 - Early Prohibition

Writer: Nuno de Sá

Rumors about a State law that passed on Kansas. No one have permission to brew or sell intoxicating liquor

Although the State Law does not apply to Brimstone, it's effects are felt. From this moment and until you roll this Hazard again, all Whisky cost $20 more each bottle. The Posse can sell Whisky for $50 in Towns.

775 - The Shadow of Bel'ial

Writer: Nuno de Sá

It's night at the campsite. Suddenly, the lights go dim and the air is filled with smoke. A hideous laugh echoes through your surroundings. "KUM-XAM-RA ZUM-ZAM-RI.. As long as it may take, this world will be mine" A large shadow forms in front of the Posse... "Have you come to die?" The shadow haves no face, only a body of dark thick smoke.

All Heroes perform a Spirit 6+ test

Those that fail, take horror hits due to this horrific experience.

Next time you draw a Bel'ial or a Shadow of Bel'ial as a threat, it comes with one extra elite.

776 - Possession

"Frontier Town Adventure Book" - Hazard

Located on page

777 - Underground Town

Writer: Nuno de Sá

You have found a Town located deep under the ground. Rumors about this city existence spread far but you never thought you would have the pleasure to find it one day.

Cancel all remaining Travel Hazards. You have found a Town. The size of the Town is the same as you have chosen before you decided to Travel. All location placing rules apply (same as number of locations that could or not be destroyed due to failed Missions or other Events)

Special Rules:

Many who live underground are dedicated to Dark Stone prospecting activities. Most are heavily armed and random Void encounters are not rare.

Camp

The camp of this Town is located above, not underground. Heroes can stay the night here as if in any Town Camp but all daily Camp Location rolls have -1 due to lack of protection

Hotel

There is one Hotel in the Underground Town but is full. However, Heroes are able to rent rooms in some bunkers. The prize however is $50 per night.

Dark Stones

The Underground Town is a place dedicated to the mining of Dark Stones. It is common to find folks with Dark Stones. Due to the high presence of this mineral, it is easy to get corrupted. Every day when go to sleep, all Heroes take 1 Corruption Hit and another if they carry Dark Stones or Items with Dark Stones symbol. Does not apply if Heroes choose to sleep in the Camp.

Daily Events: D6

D6	Result:
1:	Minor Earthquake: Digging deep in the mines caused a chain reaction of falling rubbles all over Town. D3 Locations Collapse.
2:	Invasion: Town is under attack by Void Creatures. All Heroes participate in the fight to send them back to the Darkness. All Heroes take D6 Wounds and D6 Sanity
3:	The Price of Corruption: Dark Stone corruption is more intense than ever. All Heroes take D3 Corruption Hits without Willpower Save.
4:	Dark Stone Market: Today is Dark Stone Market day, an event that takes place to allow Prospectors sell their findings to traders that visit Town on this special day. Any Hero can buy up to 10 Dark Stones at the Price of $30 each or sell any number of Dark Stones for $20 each
5:	Inspection: The Sheriff in this Town is more cautious than others you have seen. Today all visitors are going through close inspection. This will take the entire day. There is no time for other activities.
6:	For a few Dark Stones: A lucky find! While exploring town, you find a bag without owner, filled with Dark Stones. Each Hero receives D3 Dark Stones

Extra Options

Prospecting:

Each Hero may give up their day in Town to go down deeper to the prospecting area and try their luck prospecting some Dark Stones.

All Heroes perform a Strength 5+ and Luck 5+ test. If success, you have found D6 Dark Stones.

Out of this World:

Every 4 days in Town (starting on day 1), a seller appears with Artifacts from Out of this World. He is a Treasure Hunter, that dedicated his past year traveling through gates to other Worlds, looking for Artifacts to sell.

You can decide to visit this seller without spending the entire day. See what he haves for sale. Draw 3 World Cards (Mine World Card does not count). Then Draw one random Artifact for each of the Worlds drawn earlier (if the Artifact does not have a cost value, draw another). You can buy each Artifact for the Price listed on the card + $300

778 - Unnexcpected Shortcut

Writer: Nuno de Sá

You followed a narrow path between the mountains. You could not believe that it was possible to cross it but the Posse did it. This will save time to travel to next Town.

The Posse ignores the next Travel Hazard

781 - Mine Vortex

Writer: Nuno de Sá

This particular area seems to be filled with mining sites. You see Prospectors, Miners and other adventurous types, trying their luck for some dark stones. There are some rumors about a mine nearby that no one dares to enter. Some say this mine is the biggest mine ever seen and no one was ever able to see what lies deep bellow. One thing is for sure, you want to visit this place.

During your next adventure down in the mines, every time you draw a map Tile, roll a D8.

If the result is 1, the Hero Posse Marker moves one position down. If the result is 8, the Hero Posse Marker moves one position up. Only the Lantern carrier can roll this dice.

Also, when you draw a Darkness card, roll a D6, on the roll of 1, draw another. On the roll of 6, discard it.

782 - Sun Rising

Writer: Nuno de Sá

It's a beautiful Sun Rising and the skies are clean. It seems this is going to be a great day.

Nothing eventfull happens

783 - Ambush!

Writer: Nuno de Sá

The Posse hears some noises behind a large vegetation at the side of the trail. There is no time to react. The Posse is ambushed!

Draw a random Map tile. If you can, use a Swamp of Jargono tile. Place the Heroes at the center of the tile in any positions you prefer. Draw a Threat Card equivalent to the Posse's level. This is an Ambush. As usual, draw a loot card as usual for each Threat Card. If you are defeated, a random building on next Town is destroyed.

784 - Dark Stone Rush

Writer: Nuno de Sá

It's a beautiful Sun Rising and the skies are clean. It seems this is going to be a great day.

A great number of prospectors have been seen travelling in the Brimstone roads this past few days. Everyone is rushing to Brimstone for some Dark Stones.

Next Town you find is a "Mining Town". Also, when you arrive, you will notice the effects of the Dark Stone Rush. During the first 3 days in Town, a Dark Stone market is located in town. Any Hero will be able to visit and buy Darkstones for $150 each or sell them for $100. This can be done at any time during the day.

At the end of each day in town, each Hero rolls a D6 for each Dark Stone they have. On the roll of 6 that Darkstone is stolen.

785 - Gambler's Luck

Writer: Nuno de Sá

The Posse finds a Horse Shoe attached to a nearby tree.

This is definitely a sign of luck. If you have a Gambler in the Posse, he immediately recovers one Grit

All Heroes perform a Luck 5+ test

If any Hero is successful, the Posse rolls three times for the next Travel Hazard and chose which one they prefer.

786 - Depression

Writer: Nuno de Sá

Something about the landscape that make you feel sad. You start to remember the times you were very young and had happy times with your family. The sadness is deep. You try to avoid tears from dropping from your eyes:

The Hero that rolled this Hazard perform a Strength test 5+

If succeed, the Hero is able to control his sadness. He says something about how some dust entered inside his eyes and clean them. Still take D3 Sanity Damage.

If failed, he starts crying like a baby. Water pours from his eyes and he simply can't control himself. The other Heroes do their best to provide comfort but it's no use. Take D6 Sanity Damage.

787 - Harvesters

Writer: Nuno de Sá

You are not dreaming. The Posse is surprised by a Group of Huge Alien like creatures wearing Heavy Suits. They came during your sleep and you have been caught off guard.
They don't immediately attack. Instead, they say a few 'words' that you cannot understand. One of the Aliens hold a Dark Stone in his hands while trying to communicate with the Posse. You understand that this is what they are looking for.

If the Posse does not carry any Dark Stone, ignore this Hazard. (Items with Dark Stone items are not included in this requirement)

Choose:

Ignore the Harvesters and try to leave.

That is a mistake. The Harvesters are only interested in the Dark Stones of this world and they have the advantage over the Posse. The Heroes try to run as the Harvesters start to attack. Each Hero takes 2D6 Wounds as a result.

Give all your Dark Stones to the Harvesters. (The Harvesters are not interested in Items that have a Dark Stone icon, only pure Dark Stones)

• If the total of Dark Stones is at least 10, before they leave, they give the Posse a present. Draw a random Artifact from a random world.

• If the total of Dark Stones is at least 20, before they leave, they give the Posse two presents. Draw a random Artifact from a random world and keep it. Also, the Posse receives a small alien gun device. It acts exactly as a Pocket Gun. It haves a freezing free attack that can be used once per fight. It does not give any damage but It cancels any movement activity to a single enemy during his next activation. However, the enemy can still attack, if possible. This device is so light that it does not have any weight. It's also too complex to give any possibility to attach upgrades. Note: As per rules, you cannot use more than one free attack weapon per fight.

Try to mislead the Harvesters and only give them part of your Dark Stones.

Each Hero that haves at least 1 Dark Stone performs a Cunning test 5+.
• If succeed, you were able to mislead the Harvesters. Give them at least 1 Dark Stone and they will be happy.
• If Failed, the Harvesters hurt you. Take D6 Damage. They also force you to give all remaining Dark Stones you possess.

788 - Nightmare

Writer: Nuno de Sá

You enter in your old House and call for mom. A creepy voice answers from upstairs: "Yes my child?" You climb the stairs and search for the voice. You call for your mom once more. Again, she answers: "Right here, child". The voice comes from the room that belonged to your parents. You enter. Inside, a sinister transparent figure floats in the air. It looks at you and flies quickly in your direction. There is no time to run. You scream as loud as you can!

The Hero that roled this Hazard wakes up from a Nightmare. Take D3 Horror Hits.

811 - Something Hidden

Writer: Nuno de Sá

here is something peculiar under that pile of herbs. It could be your lucky day.

Choose a random Hero:

Roll a D6

D6	Result:
1:	Found $25
2:	Found $50
3:	Found 1 Dark Stone
4:	Found D3 Dark Stones
5:	Draw 1 Gear Card
6:	Draw two Gear Cards. Discard one. Keep the other

812 - Pragmatic

Writer: Nuno de Sá

Today you wake up feeling very Pragmatic. You feel that all that you have done in your live lead you right here to this place and all you have done was useful for something, even your mistakes. After all, life is filled with experiences. Up to us to make the best of it.

Choose a random Hero

All the lessons in your live start to make sense. Gain D8x10 XP

813 - The Howling
Writer: Nuno de Sá

Time to sleep but it's not going to be an easy task. A full moon paints the sky, provoking nearby wolfs into chanting howling sounds, that echo through the woods.

All Heroes perform a Strength 5+ test

If successful, Nothing can keep you away from sleeping, not even earthquakes
If failed, you won't sleep this night and the Howling almost drives you insane. Take D6 Sanity Damage and lose 1 Grit, if you have. Also, lose 1 Strength until you spend one night at the Hotel, in Town.

814 - Achluophobia
Writer: Darrell Jones

As the posse settles in to camp for the night, a mysterious calm comes over. No animals can be heard. The wind is still, and the campfire doesn't cast any light past the makeshift fire pit.
Feeling uneasy, the posse lies down to a restless sleep, and recurring nightmares.

The Hero that rolled this Travel Hazard has the worst of it. That Hero awakens visibly distraught, but does not know what is wrong. During the next mission, any time a Darkness card is drawn, the Hero that rolled this Travel Hazard suffers D3 Sanity Hits as the Darkness has been eating away at him for some time. After the mission is over, the Hero can be treated by a doctor in town for $50.

815 - Fear
Writer: Nuno de Sá

That last fight got a toll on you. You can't stop thinking about it.

Identify all enemy types included in the last fight. Randomly pick one. Then check the Keywords associated. If that enemy haves more than one keyword, randomly chose one.
The Hero who rolled this Travel Hazard gains fear against all enemies with the Keyword identified. He get's -1 to all attack rolls against them. This effect can be removed as any other Madness but all Rolls to remove it are at -1

816 - Locust Swarm
Writer: Walter Gagajewski

A locust swarm engulfs the Heroes as they progress onwards.

Roll D6. If the number rolled is 6 or greater than the members in the party, then the locusts are so thick that the locusts get into everything. All bandages and herbs are ruined. Travel is slowed and all sense of direction is lost. Each Hero must roll another Travel Hazard.

817 - Swamp
Writer: Walter Gagajewski

The toxic fumes from the swamp the Heroes are currently travelling in are too dense

Choose one random Hero

He immediately takes D6 Wounds, and must pay $100 at the next Town in order to be cured from the nausea.

818 - Full Moon
Writer: Walter Gagajewski

The night is bright and contains a full moon in the sky

Roll D6

D6	Result:
1-3	Nothing happens
4-6	A random Hero begins to show signs of aggression. The next battle, at the beginning of his turn, roll 1D6. A 6 means that the magic of the full moon has angered him enough to attack his opponent with such vigour and malice, he gets an extra attack, +1 To Hit, and +2 to Damage. Keep rolling before every battle until the Hero gets these bonuses. Only one roll is made per battle though.

821 - Paralysing Nightmares
Writer: Walter Gagajewski

A hero's dreams cause him distress during the night. He awakes to find himself covered in perspiration, and with a great headache.

Choose a random Hero.

For the remaining of his career, his nights are plagued by dreams of void creatures, as they feed on him. Unless he visits a doctor and pays $300 to be cured, all his attacks vs creatures with the Keyword "Void" will be at -1 attack (If you attack with melee you have one less Combat; If you are Firing multiple ranged weapons, you only loose one shot, choose which weapon loses the shot)

822 - Gold Pieces
Writer: Walter Gagajewski

Lucky find!

The Hero that rolled this Hazard finds a pouch of D6*$50.

823 - Accident
Writer: Nuno de Sá

It has been a long way up this trail and you couldn't resist to take a nap on top of your mount.

The Hero that rolled this Hazard fell from his Mount. Take D6 Wounds in the process.

824 - Inner Quest
Writer: Nuno de Sá

A small house sits on top of a big rock. A welcome sign greets the travelers and invites them to enter with a promise of a hot meal. To enter the house, the posse need to climb a ladder where only one can fit at a time.

Any Hero can decide to climb the ladder. As soon as the first hero enter the house, the door shuts behind. The light of day disappears and is replaced by complete darkness. A voice whispers "You must pass a series of tests to leave this House. Are you able to leave?" Slowly, darkness fades to thin light and you are able to see again.

The Hero must pass a test of 5+ for every stat (Agility, Strength, etc...) to be able to leave the house. This represents the Hero performing a number of tests that have been carefully prepared for any visitor.

For each success, the Hero gains 20 XP
For each fail, the Hero loses 20 XP
For each 6, the Hero wins 5 XP
For each 1, the Hero loses 5 XP

Additionally, if a Hero is able to pass all tests, he wins an extra 50XP. If he is able to roll at least one 6 in all tests, he gains 100XP instead.
This test can be performed by all Heroes but only once at a time.

825 - Explosive Rabbits
Writer: Nuno de Sá

A rabbit jumps from behind some bushes, straight into the Posse. A small ignited Dynamite is tied to his torso!

Each Hero performs an Agility test 4+ to avoid the Rabbit. Fail, and the Hero takes D3 Wounds without defense as a result of the blast of the small dynamite.

The rabbit is blown to pieces and you see no signs of any human life nearby. The Posse moves on.

The second time that you roll this Hazard, you find a lonely kid tying a small dynamite to a rabbit. He immediately recognizes the Posse and frees the rabbit. He also asks for forgiveness for any past mistakes and beg you to let him go.

- You can kill him.
Every hero takes D8 Sanity Damage and D3 Corruption, since he is just a kid. At least you got your revenge. Each Hero also wins 50 XP. Any time you roll this hazard in the future, ignore it.

- You can let him go.
Nothing happens. The kid is so happy that he offers a normal Dynamite token to the posse. Also, every Hero gets a loot card. This will not prevent the Kid to continue to harass the Posse with rabbits next time they meet him. Next time you roll this Hazard, start from the beginning.

- You can tie him up and bring him to the nearest Town authorities.
Next time when in Town, each hero gets $50 paid by the Kid's father that was looking for him. Eventually the kid will run to the wilderness and restart the rabbit activities and harass any travelers that pass by, including the Posse. Next time you roll this Hazard, start from the beginning.

826 - Mighty Bright Lantern!
Writer: Perry Grosshans

One night when the Hero Posse is camping, one of their Dark Stone shards chips and the small bit falls into the fire. The rest of the Shard is okay though. The next morning, the fire is out, but the small bit of the Dark Stone chip is still burning and glowing brightly! Carefully, one of the Heroes picks up the chip and puts it into their lantern where it burns and illuminates like a shard of daylight.

For the next adventure, each Holding Back the Darkness roll is at +1.

827 - The French Merchant

Writer: Nuno de Sá

A colorful Stagecoach approaches. Someone seems to be playing a piano inside. The Stagecoach stops right by the Posse as a fancy man steps out greeting the Heroes eloquently. "Bonjour, bonjour messieurs... my name is Jean Pierre. You guessed it, I am from the Beautiful Jolly France. Oh, la belle France. How I miss my home. I come here to sell the most exquisite cloths to fine gentleman such as yourselves. My equipment is unique, directly from Venezia, a wonderful region in Italy, but I attach unique Old West flavor to them. You will not find it anywhere else. This can be your lucky day messieurs!"

The Merchant is selling three unique cloth pieces. To identify the cloths, roll the following charts for each:

Roll a D8 to identify the Type:

D8	Result:
1:	Hat – Keywords – "Personal-Clothing-Hat"
2:	Boots – Keywords – "Personal-Clothing-Boots"
3:	Poncho – Keywords – "Personal-Clothing-Shoulders"
4:	Gloves – Keywords – "Personal-Clothing-Gloves"
5:	Belt – Keywords – "Personal-Clothing-Belt"
6:	Duster – Keywords – "Personal-Clothing-Coat"; 1 ; 2 upgrade slots
7:	Bandana – Keywords – "Personal-Clothing-Face"
8:	Shirt – Keywords – "Personal-Clothing-Torso"

Roll a D6 to identify First "Power"

D6	Result:
1:	Roll a D6 to gain Status 1-Agility 2-Cunning 3-Spirit 4-Strength 5-Lore 6-Luck
2:	Roll a D8 to gain Keyword 1-Law 2-Outlaw 3-Holy 4-Traveler 5-Tribal 6-Frontier 7-Performer 8-Showman
3:	+3 Health
4:	+3 Sanity
5:	Increase Max Grit by 1
6:	Gain 1 to initiative

Roll a D6 to identify Second "Power"

D6	Result:
1:	During one adventure re-roll 1 defense dice
2:	During one adventure re-roll 1 attack dice
3:	During one adventure add 1 to any dice you roll
4:	During one adventure gain 1 grit automatically
5:	During one adventure re-roll a hold the darkness dice
6:	During one adventure heal D6 Health or D6 Sanity

At this stage each Cloth is worth $1000.

Roll 2D8:

At least one of the dices is a 8: Roll for an additional First Power. The Cloth is now worth $2000

Both dices are 8's: Roll for an additional First Power and Second Power. The Cloth is now worth $3000

Results cannot be the same. Example: If you are rolling a second time on "First Power" chart, you cannot have the same result as the first "First Power". If you get the same result, re-roll until you have a different result.

If more than one Hero are interested in the same piece of Cloth, start an auction. The Hero who gives more money for it, starting from the base value, keeps it.

This are unique set of Gear. As soon as a Hero buys one, he must name it

828 - Different Directions

Writer: Nuno de Sá

As you travel through a rocky area between the mountains, some rocks start falling. It's a huge Rockfall!

All Heroes perform a Luck test 6+

Those that fail must perform an Agility test 5+ to avoid rocks falling over them. If fail, take D6 Wounds

A huge rock fell right in the middle of the posse. There is no way to turn around that rock. You can only go forward or go back.

Each Hero rolls a D6.

D6	Result:
1-3	Hero go Forward
4-6	Hero go Back

The Heroes got separated. For now, on and until they arrive to Town, the Travel Hazards of the Heroes that went forward do not affect the Heroes that went back and vice versa.

831 - Pack of Wolves

Writer: Nuno de Sá

The way forward is blocked by a vicious pack of wolves. They seem determined to attack.

Each Hero performs a Cunning 6+ and a Lore 5+ tests

The Posse is trying to avoid confrontation

If any Hero is successful, you are able to pass by them. All Heroes win 20XP

If all Heroes fail, the wolves attack. Each Hero take D6 Wounds as a result of the fight.

832 - The Snake Pit

Writer: Darrell Jones

The Posse stumbles into a den of venomous rattlers.

Roll D6

D6	Result:
1:	Three Random Heroes are poisoned. Take D6 Poison tokens.
2:	Two Random Heroes are poisoned. Take D6 Poison tokens.
3:	One Random Hero is poisoned. Take D6 Poison tokens.
4:	The Hero that rolled this Travel Hazard is poisoned. Take D6 Poison tokens.
5:	Each Hero is bitten, but not poisoned. Each Hero take D6 hits.
6:	Somehow the Heroes manage to escape the rattler den with just minor scrapes. One random Hero is bitten but not poisoned. That Hero takes D6 hits.

833 - Aura of Corruption

Writer: Nuno de Sá

You feel it in your bones. You have come to a place of Evil. These woods are haunted.

Each Hero performs a Spirit 5+ test

If success, the Hero is able to travel through the woods without any harm.

If failed, you can't avoid the taunt of the nearby spirits. They attack you for the evil you possess inside. Take 1 wound for each Mutation, without defense.

834 - Blessed Pond

Writer: Nuno de Sá

You have found a small Pond with crystalline water. This is probably the most transparent water you have ever seen.
As you taste the water, your head starts spinning and visions from the past greet your mind. There is something magical about this water.

After drinking from this water, roll a D6

D6	Result:
1:	This water is too pure and your body was not prepared for it. Take D3 Wounds and D3 Corruption
2:	This water is too pure and your body was not prepared for it. Take D3 Corruption
3:	This water is too pure and your body was not prepared for it. Take D3 Wounds
4:	The water healing effects are felt: Heal D3 Corruption
5:	The water healing effects are felt: Heal D3 Health
6:	Heal D3 Corruption, D3 Sanity, D3 Health, 1 Random Injury and 1 Random Sanity

835 - Ambush on Desert Town

Writer: Nuno de Sá

You have found a Town lost in time. Something happened here but you can only guess. This Town is completely empty. You investigate further but there is no one to be found, not even a soul.

When the Posse decides to leave this area, they hear a sound. Voices start calling the Heroes. This Town is haunted!
Before you can leave, sunlight starts to go dim. Something is coming.

Unwrap the Town Adventure Board. You are about to be Ambushed. Use it as playground.

You are about to play the mission "Shootout in the Streets" as per Frontier Town Adventure Book.

Instead of Bandits, you will place Undead Outlaws as per Undead Outlaws expansion. Search for the "Rooker Gang" card within the Infamous Undead Outlaws deck. This is the gang they belong to.

Undead Outlaws in the roof also have the "Bandit Rifle" ability as described in this mission.

If the Posse haves at least 5 or 6 Heroes or if the level of the Posse is at least 4, regardless of the number of Heroes, the Undead Gunslinger shows up, replacing the first Undead Outlaw that spawns on the map after the mission started.

If you succeed, win 100XP and $500.

If you fail, lose all your money. You can still proceed to next Town.

836 - Tribal Roots

Writer: Nuno de Sá

It's getting Dark and it's time to Camp. The location is not ideal but the Posse needs to rest. As the Heroes set Camp, they hear the sound of drums mixed with tribal yells far away. Sounds as if a Native Indian tribe is performing a ritual.

If the Posse haves any Hero with the Keyword "Tribal", the sounds remind him of his youth. He immediately recovers a Grit and heals any Sanity damage he may have.

837 - Cows on the Loose

Writer: Nuno de Sá

An unusual big farm stands in your way. Several Cows are running randomly while an old man tries to chase them. He immediately asks the Posse for assistance.
"Hey Strangers, could you help me round up my cows? The fence has been destroyed during the last storm and now the cows are wandering around all over the place. I've already fixed the fence but I guess I'm getting old, I'm not fast enough to catch them anymore. They are not going far away from the farm, but there are too many wild animals around."

Each Hero performs a Cunning test 5+

If successful, win 50XP, you have helped the old man

If failed, you are a disaster. Perform an Agility 5+ test to see if you are overrun by a Cow. If failed, take D6 Wounds

If the Posse haves a Rancher, they don't perform the Agility test. The Rancher automatically helps the old man and only the Rancher wins the 50XP. Also the Rancher recovers one Grit.

838 - Dangerous Path

Writer: Nuno de Sá

After a long period crossing those Hills, you finally left them behind. The terrain ahead seems dangerous but the Posse have to cross it or spend an entire day traveling back.

Each Hero performs an Agility test 5+

All Heroes that fail will fall off their mounts as the result of the crossing experience. They take D6 Wounds

All Heroes that pass, win 30XP

841 - Strangler Wrangler

Writer: Perry Grosshans

You come across a gentleman in a covered wagon, which makes a lot of strange noise. When you ask him what the ruckus is all about, he gleefully flips open the flap to reveal six stranglers inside, all secured to the wagon with rope around their legs. W

hen you ask him why he's transporting such dangerous critters, he smiles a rotten-toothed smile. "Oh," he says. "They make good eatin'." Something doesn't seem right....

The Hero Posse can just bid the fella good day and leave (ignore the rest of this Hazard). If they decide to follow and find out what's up, roll D6:

D6	Result:
1 – 3:	Well, what do you know? He was telling the truth! At the next town he sells them to the local tavern. Yum! Strangler steaks, medium rare! Each Hero gains 20 XP.
4 – 5:	You follow at a discreet distance. When the Fella meets up with a travelling family, he releases the Stranglers who swiftly attack and kill the family. The Fella then wrangles the critters up into the wagon and loots the family's belongings. Each Hero loses D3 Sanity and are too distraught to do anything but wonder why they didn't do anything sooner. The crazy fella escapes. The next time this Travel Hazard is encountered, the Hero Posse can either ignore the Hazard, or attack immediately. If they attack, they fight six Stranglers on a random Valley tile (or random mine room), and if they win they capture the Fella to turn him into the Law at the next town and receive $100 each and regular combat XP and Loot cards.
6:	The fella is sharp and catches on that you're following him. He releases the Stranglers and attacks when the Hero Posse is in a narrow valley! Set up a random section of Valley from the Blasted Wastes expansion (or alternatively you can use a random room from the core set mines) and set up an encounter with six Stranglers. The fella unfortunately gives the Heroes the slip while they're fighting. Gain XP as normal from the combat, but no loot.

842 - Holes

Writer: Perry Grosshans

The Posse reaches a wide expanse of desert between two high bluffs. There are several old timers digging with shovels in seemingly random spots. When asked, the men exclaim there is treasure in these parts!

There are a lot of holes dug, and not a lot of treasure to be seen. But sometimes rewards take work. The Posse can laugh at the old timers and move on (ignore the rest of this Travel Hazard). Or, they can grab some shovels and start digging!

Spending time digging extends the travel time however, so add D3 Travel Hazards to the Hero that rolled this Travel Hazard after this one (regardless of how many Heroes dig holes). Each Hero who digs can roll D6:

D6	Result:
1.	Gold! The Hero finds D6 x$100 worth of gold!
2.	Jewels! The Hero finds d6 x$10 worth of jewels!
3.	Nothin'. Nothin' but more dirt and a whole lot o' regret.
4.	A few ants, a shiny nickel, and a sore back.
5.	Hidden nest! The Hero has dug into a nest of warp spiders! The Hero loses D6 health and gains 20 XP as he fights the critters off.
6.	Eureka! The Hero has found a secret stash! Draw a Loot card.

843 - Native Dark Stone Dealers

Writer: Perry Grosshans

The Hero Posse stumble across a wandering tribe of natives who also dabble and trade in Dark Stone.

They are willing to trade, but it is costly. The Heroes can purchase Dark Stone shards for $200 each, in either cash or items. The Natives do not make change however (so giving them a $250 item will yield one Dark Stone shard), even if another Hero gave them money previously. They do not haggle!

844 - Void Attack!

Writer: Nuno de Sá

A large number of settlers go in the opposite direction of the Posse. They say that recently, a group of Void creatures attacked the nearest town, nearly destroying it the process. They are looking for opportunities elsewhere.

When you arrive to the next town, you will find it in ruins. You don't need to roll to identify which town type you are. It will be in a "Town Ruins" type (Frontier Town rules). Also, any token you have that heals Sanity or Health can be sold in Town for extra 20$ due to the increased demand on those products. You cannot buy those type of tokens during this visit.

845 - Sanctuary

Writer: Nuno de Sá

A church located in the center of a very small community in a rocky region, offers protection and shelter to the travelers.

All Heroes heal D3 Corruption points and D3 Sanity. Heroes can buy any service as if in a Town Church. Don't roll for Location Events.

846 - Drunken Pig

Writer: Nuno de Sá

As you cross a rocky region, you are lucky enough to see a hidden entrance guarded by a single man. He greets the posse and invites them to enter. "Welcome to the Drunken Pig. Where all dreams come true"

All Heroes heal D3 Corruption points and D3 Sanity. Heroes can buy any service as if in a Town Church. Don't roll for Location Events.

847 - San Pascualito

Writer: Darrell Jones

The Heroes come upon a graveyard covered in a dense layer of fog. Deep within is a faint blue light causing eerie shadows across the ground. The Heroes look over and see movement within the shadows. The movements seem unnatural.

The Heroes choose to investigate. Inside the dense fog they meet San Pascualito - The King of the Graveyard.

San Pascualito picks a random Hero and says he will die within the next days.

If that Hero gets knocked out in the next mission, he rolls for an additional injury or madness

848 - Achiyalatopa

Writer: Darrell Jones

Deep into a canyon, the Heroes are hit with a fierce wind. They hear something behind them and quickly turn to see Achiyalatopa.

Achiyalatopa is a giant bird-like monster with wings made of flint knives.

Apparently, the Heroes have wandered too close to its nest and Achiyalatopa has been angered. The creature attacks with flint knives launching them at the Heroes.

Each Hero performs an Agility 5+ test

If passed, they successfully dodge the attacks and gain 10XP. If failed, take D8 hits.

If 1 or more Heroes successfully evade the initial attack, the Achiyalatopa flies off.
If not, she attacks again and another Agility roll must be performed. Again, the Heroes that do not dodge the attack will take D8 hits. Repeat until at least one hero is able to pass the Agility test.

Each hero rolls D6 to collect the flint knives from the ground. Each can be sold in town for $25 each.

851 - Ascalapha Odorata

Writer: Darrell Jones

A few hours after the posse takes off on their journey back to town, they are swarmed by tens of thousands of Ascalapha Odorata - Black Witch Moths.

The moths themselves, do no harm, but folklore around town has said they bring misfortune. Each Hero rolls a D6. Any roll of 1 or 2 and that Hero loses one random Gear card.

852 - Ahayuta

Writer: Darrell Jones

While camping for the night, all Heroes dream of being visited by Ahayuta, one of the Zuni Gods of War. Much is discussed, with Ahayuta doing most of the talking.

In the following morning, the Heroes do not recall the dreams from that night, but somehow feel invigorated.

Each Hero rolls for Lore 5+

If passed, that Hero gains +1 Initiative in their next fight and 20XP. After that, their Initiative is restored to its previous value.

853 - Ghost Sickness

Writer: Darrell Jones

All Heroes affected by Ghost Sickness are -1 Strength and -1 Agility. They can heal the sickness by visiting a Church in Town. Each Hero has to pay $100 to the Priest to be cured. The Priest will recommend any Hero affected to stay in Town for 5 days to rest up before they embark in the next Adventure. Heroes can still perform any activities during this period in Town.

If the Heroes leave before the 5 days, they will still be at -1 Strength and -1 Agility. They will cure the sickness only when resting for 5 days in any future Town Stays but they do not need to visit the Church location again to find the cure.

854 - Buffalo Bill's Show

Writer: Nuno de Sá

Rumors that Buffalo Bill's Wild West show is touring in Brimstone travel fast. News from a group of travelers suggest that the show is performing in a Town nearby the Posse's location. The Posse rushes to Town.

The Posse ignores the next Travel Hazard. They travel at double speed.

During your next Town Stay, Buffalo Bill's Wild West Show is performing on the Posse's third day in Town.

During the second and third day in Town, apply the following modifiers:
- All Town Location Chart rolls are at +2
- All prices are at +$50
- Hotel is full. Posse will need to sleep at the Camp
- All Camp related rolls are at -1 due to the large affluence of suspicious individuals at Town that day

Any Hero may attend the Show during the Posse's third day, instead of performing any other Town related Activities. To attend the Show, each Hero must pay $100. If they do, they heal a random Madness.

Any Hero with the Keyword "Showman" can attempt to participate in the Show as a figurant instead of performing any other Town activities. The Hero must first pass a series of tests. Perform a Cunning test 5+. If you succeed, you are hired. Heal a random Madness and win $50xD6 as a result of your performance.

855 - Tribes of Jargono

Writer: Nuno de Sá

It's a new day and the Posse starts packing. The temporary campsite was enough to keep you warm for the night but now rain starts pouring from the clouded skies. Someone grunts: "Great, another colorful day it seems. Just what we needed."
Soon, just another rainy day transforms into a diluvium. "God damn, we need to take cover. Let's take shelter on that Hole we saw yesterday". The Posse follows into the Hole. Everyone is frustrated since you are not getting closer to the nearest Town.
When you enter, you soon realize this is no normal cave. There is some depth, much similar to mines you have encountered in the past. The walls are filled with paintings that resemble ancient drawings, but instead of any human resemblance, the drawings represent shapes of lizard like creatures.

Choose:

Don't investigate any further and wait for the rain to pass.
Nothing happens. The Posse leaves the cave as soon as possible. This Hazard is over.

Further Investigate the cave
It seems clear that the Cave is empty without signs of live. However, you find more drawings. You see trees, swamps, giant animals and more lizards.

If you have a Native of Jargono in the Posse, he recognizes the paintings from his home world. He recovers a Grit
After a few corridors, you find a Gate. You look inside and you see a vast swamp with no end. All Heroes gain 30XP.

Choose:

Leave the cave. You don't want to mess with another world right now.
As soon as you try to leave, the cave starts to fall down. You need to hurry. All Heroes perform an Agility test 4+. Fail and take D6 damage from the rubble. Pass and gain 20 XP

Investigate the Portal
You enter into an amazing swamp like area. Giant dense trees block most of your vision and limit your movement, however, you are still able to progress to further investigate. After a while, you realize that there are no improvements on the landscape. Swamp, trees and thick jungle canopy. All Heroes win 30 XP due to the investigation.
If you have a Native of Jargono in the Party, he explains the World setup and tells a few stories. He gains extra 20XP

"ssshalt ritghss theress" A voice, not far away echoes in the swamp. You look around but you see nothing. More voices and then, war sounds. A fight is taking place nearby. You also see some Gnarled and Gruesome totems nearby. Where did you get yourself into?

Play the Mission #2 Warring Tribes from the "Serpentmen of Jargono Deluxe Enemy Pack"

856 - The Hideout

Writer: Nuno de Sá

You found a Shackle and as you enter inside, you find that there is much more to this place as meets the eyes. You find some Bank and Train Robbery plans as well as letters with instructions about abductions and other forms of making money illegally.

Choose:

Leave.
Nothing more happens. This Hazard is over.

Search the Shackle.
All Heroes perform a Scavenge check on the Shackle. Get a Scavenge card for each 6 as usual.

All Heroes perform a Cunning test 5+

If failed
Nothing else to do. This Hazard is over.

If successful
You have found a clever hidden door to a basement. The door is locked. Each Hero then performs either a Strength test 5+ to bash the door or a Cunning test 6+ to unlock the door.
If all Heroes failed, nothing else to do. This Hazard is over.
If any Hero is successful, all Heroes win 20XP and go downstairs.

The Basement:

The basement is actually an entrance to a small mine filled with rooms and passages.

You are on the Center Chamber. Choose:

Bo Back:
You decide to leave. This is too dangerous. This Hazard Is over.

Investigate the Center Chamber:
All Heroes perform a Scavenge test. Get a Scavenge card for each 6 as usual.

If the Posse roll at least a total of two 1's, someone triggers a trap that immediately initiate a "self-destruct" mechanism. The Basement is going down, you leave. This Hazard is over.

Choose:

Investigate a large Passage to the left:

You find some tooth marks along the way. Something creepy happened here. At the end of the passage you find several torture equipment's. Some dead bodies are piled up on the far section of this room. You are on the Torture Room.

Investigate the Torture Room:

Roll a D6. If you rolled 1-3, someone triggers a trap that immediately initiate a "self-destruct" mechanism. The Basement is going down and you run. This Hazard is over.

Otherwise, all Heroes perform a Scavenge test. Get a Scavenge card for each 6 as usual. If the Posse roll at least a total of two 1's, you are ambushed by [Peril Die] x Bandits with 1 extra elite.

After you defeat all Bandits, another wave of [Peril Die] x Bandits with 1 extra elite ambush you. Use a random Mine tile for this fight. If you defeat the Bandits,

You can either proceed to the Center Chamber or leave this place.

Investigate a small Passage to the right:

There are some rusty Gear Equipment's left in this passage. Maybe you can find something useful in-between this junk. Roll a D6

D6	Result:
1-3:	You found nothing
4-6:	A random Hero draw a Gear

The Passage before you falls down. All Heroes perform an Agility 5+ test to try avoid the falling rubble. If failed, take D6 Wounds.

Luckily, this passage continues to a section that leads outside. Unfortunately, there is no way you can go back to the Shackle. This Hazard is over.

Go forward through a tunnel:

The tunnel leads to a stair downstairs. You feel the presence of the Void. Draw a Darkness card.

Setup this section with a mine entrance tile and a random mine tile attached. Any door is closed. Place the Heroes as usual at the entrance and play as you would by order. Don't forget to roll the Hold the Darkness and choose someone to hold the lantern.

As soon as you reach the Mine Tile attached to the Entrance Tile, Draw an Epic treat card. This is the reason why the bandits left and locked the basement. Fight it. If you defeat the Epic threat, draw the loot card accordingly. Also, this room is the Bandits Treasure Room. Each Hero receives D6 x $100

If all Heroes are KO in a result of this encounter, the Epic threat leaves the Basement and causes terror in the Nearest Town. When you arrive, one building will be destroyed.

857 - White Buffalo

Writer: Nuno de Sá

Many Buffalos are sighted near some canyons. Amongst them a great White Buffalo stands out. Rumors say that the white buffalo is a sign of peace and prayer and when the great numbers of buffalo return and the white buffalo are among them world peace will come.

Next Town stay Location chart rolls are at +1
Next Adventure Hold the Darkness rolls are at +1

858 - Gringos

Writer: Nuno de Sá

You find three Mexicans, or maybe, three Mexicans find you. They have an intense look in their eyes and will not answer to any questions, no matter how hard you try. Their hands are on their belts, ready to draw their guns.

If you have a Bandido on the posse, the Mexicans trade him/her a bottle of whisky for some food and share some jokes before they leave.

Otherwise, one of the Mexicans say something but you are not sure you understood: "No hablamos Ingles. Nosotros tenemos mucha hambre. Nos puede ayudar gringos?"

Each Hero test Lore 5+

If at least one Hero succeeds, you are able to understand what the Mexicans needs. You give them some food and they give you one bottle of Whisky (decide which Hero keeps the bottle).
If no Hero succeeds, there is a barrier of communication. You don't trust the Mexicans and the Mexicans don't trust you. A hail of bullets starts flying. Each Hero takes D8 wounds from the fight.

861 - Limnic Eruption

Writer: Nuno de Sá

A lake explodes at the distance. Although you are not close, you can still hear the erupting sound. You have no idea what just happened. All you can do is hope for the best and continue to move forward. A Limnic eruption occurs when a gas, usually CO_2, suddenly erupts from deep lake water. This are very rare events but in Brimstone, everything can happen.

When you reach next town, you will find that many residents died as a result of the suffocating gas. Town morale is low.

Next Town stay Location Chart rolls are at -1

The owner of a random Town Location died in the process. That locations will be closed and cannot be visited during this stay.

862 - Masters High Noon Duel (Advanced) (Requires Posse Level 6)

Writer: Nuno de Sá

If the Posse is not at least at level 6, ignore this Hazard. Or try it out at your own risk.

You are being followed. A Posse is after your group. After some time trying to elude them, you give up. They are too good. The Heroes choose a good location to wait out the approaching Posse.
There is no mistake. They are 6 Gunslingers and they look deadly. However, they are not really looking for a fight, at least, not for now. They explain that they are looking for duels with talented folks such as yourselves.

"Not here!" they say... "We only fight with an audience. You see, we are looking for fame and you guys will make us famous. Your feats are renown all over Brimstone. Hell, they are renown all over America. But you are not the best and we are here to prove it. Meet us at the nearest Town and we will see who the best of the best is, once and for all"

When the Posse arrives to the nearest Town, they will be challenged for a duel on day 3.

You should play exactly like the High Noon Duel, except that it isn't really a solo mission.

All Heroes participate. It's all Heroes or none. Exceptionally, if a Hero cannot participate or is not willing to participate, the number of opponents will not decrease. Their numbers are still equivalent as how many Heroes are in Town.

If you fail to appear to participate on the duel, you will lose a large amount of reputation. From now forth, all Heroes receive 2 Unwanted Attention markers every time they set foot on a Town.

The Duel Day

You are about to face The Lincoln County Regulators and they come to Brimstone just for you.

The Regulators are Brutal Bandits. Randomly pick between the following Cowboys as part of the group that will face you in combat:

Roll a D8 for each Hero in Town to identify the Challengers: (repeat if you roll the same result)

D8 Result:

1: **Billy the Kid**
+ 5 Health per Hero
+ 1 Elite Ability
Ranged Attack – Range 10 – Shots 8 – Damage 4
Range to hit is +3

2: **Charlie Bowdre**
Will always try to get to melee.
Combat – 6 with 4 Damage
+5 Health per Hero
+1 Defense

3: **Henry Newton Brown**
+5 Health per Hero
Hail of Bullets ability – increase to 5 Hits each
Each Combat or Ranged Hit +2 Damage

4: **Jose Chavez y Chavez**
Free Attack each round – Send a knife – Range 6 – 8 Damage
+5 Health per Hero
+ 1 Elite Ability
+1 Defense

5: **Doc Scurlock**
+5 Health per Hero
Hail of Bullets trigger on each successful hit

6: **Frank Coe**
+5 Health per Hero
If his brother George Coe is in play, receive +1 Defense
All ranged attacks are at +2 Damage

7: **George Coe**
+5 Health per Hero
If his brother Frank Coe is in play, receive +1 Defense
+ 1 Elite Ability

8: **John Middleton**
+5 Health per Hero
Ranged Attack – Range 6 – Shots 8 – Damage 6
+1 Defense

Note: Regulators XP is 30 + (10 per hit)

If you lose the Duel, roll for KO as usual. You start the next adventure without any Grits. Now you know that you are not the best in the Old West.

If you win the Duel, there is no other way to say it. You are the best Heroes on the West! No one else is more suited to save the world. Each Hero wins $1000 and 500 XP

863 - Lawful Decisions

Writer: Nuno de Sá

Along the way to the nearest Town, you find two Bandits camping, planning a Train robbery. They were so distracted by their plans that they didn't even noticed the Posse approaching.

If the Posse haves at least one Hero with the keyword "Outlaw" and no Hero with the Keyword "Law", you propose to help with the train robbery.

If the Posse haves at least one Hero with the keyword "Law" and no Hero with the Keyword "Outlaw", you must confront the Bandits and try to arrest them to bring them to the nearest Town.

If the Posse haves at least one Hero with the Keyword "Law" and one Hero with a Keyword "Outlaw", the Law wins the dispute and the Posse decides to confront the Bandits to try to arrest them and bring them to the nearest Town.

If the Posse does not have any Hero with the Keyword "Outlaw" and any Hero with the word "Law", the Posse democratically decides what to do:

Rob the Train:
Every Hero performs a Cunning 6+ test to try find ways to stop the train. If any Hero succeeds, the train is stopped. You will find little resistance. Every Hero wins 40XP and 6x$50. Also, when you arrive to next Town, all Heroes become "Wanted"

Confront the Bandits:
Each Hero chooses. Either perform an Agility test 5+ to draw guns faster than the Outlaws or Strength test 5+ to throw some punches and knock them down.
If all Heroes fail the test, the Outlaws escape
If any Hero succeeds, you are able to held the Outlaws in custody and bring them to next town. Each Hero wins 40XP

864 - Travelling Salesman

Writer: Perry Grosshans

The Hero Posse meets up with a wagon. The driver introduces himself as Cornelius "Corny" Withers, travelling salesman. He is more than happy to sell or purchase any wares.

The Heroes may purchase Bandage Tokens for $100 and Tonic Tokens for $250. Also, draw D6 Gear cards, ignoring and redrawing any cards that don't have a dollar value. The Heroes may purchase any Gear card at its cost + $100. Corny will also purchase Gear at half its value.

865 - The Chosen

Writer: Nuno de Sá

Your mind starts blurring and you vision is impaired. After a few miles, you start to see things that you do not understand, things on a different plane/dimension. There are horrific creatures there that you would prefer to have never seen. Every time they notice you are watching, they begin a chase, only to find that they cannot really harm you.

The Hero that rolled this Hazard has become afflicted with Visions from another dimension. Physical interaction is not possible but the horrors are too much to handle. The visions are not permanent. Sometimes they come when the Hero is sleeping while others while the Hero is awake.

There is no cure for this never-ending nightmare but the Hero can learn how to deal with it.

The Hero that rolled this Hazard perform a Spirit 5+ test

If successful, after the end of the Next Town visit, you will master the "sight" and become mentally empowered by it. Permanently gain 1 Sanity.

If failed, the horror is too much to handle, after the end of the Next town visit, permanently lose 1 Sanity

A Hero can only roll this Hazard once during his lifetime. If he is already afflicted by the "sight" and rolls this Hazard, he ignores it.

866 - Departure of a Friend

Writer: Nuno de Sá

He was a good companion and you will never forget the days you spent together but this is it. A sudden illness stroked him and now there is nothing else that can be done. You need to put a bullet inside your Mount as a final act of dignity..

The Mount of the Hero that rolled this Hazard dies as a result of a sudden Illness. This Hero rolls once more on the Travel Hazard Chart. Don't forget to buy a new Mount as soon as you arrive to next Town (see rules section for more information)

867 - Outlaw Army

Writer: Nuno de Sá

A cloud of dust rises in the horizon. You are not sure how many, but you know a big group of Cowboys is coming your way... and you know they are moving fast. You don't waste time and ready your weapons, just in case...
They almost avoid your location but at the very last moment, they turn in your direction, just as if only now became aware of your existence. You count at least 30 and they are heavily armed. Leading them, a tall man riding an amazing white Mustang.
They arrive! "Who among you is the leader... you scum?", he asks.
They are confident! They are too many and you are just a few.

The tall man graciously jumps off his horse. He moves slowly in the direction of a random hero He looks straight at him, draw his gun and aims at his head.

"I am only going to ask once." Spits in the ground and look at the other members of your posse. "Give us your weapons and give us all your money". The others laugh.

The Random Hero Chooses:

Give them all your weapons and money:

Each hero rolls a D6 for each weapon (personal items and starting gear are not affected). If you roll 4,5 or 6, you were able to hide that weapon. Discard all others. All your money is lost. The tall man and his gang then leave the area with big smiles on their faces... nothing you can do, except to move on... tomorrow is always another day.

Fight your way out of this mess:

Kill the tall man and attempt to intimidate his gang. The Hero with the highest initiative perform a full ranged attack (all attacks he would make in one full round). The tall man haves 2 defense and 6 health.

- If the tall man dies, the Hero who killed him wins 50XP and perform a Cunning 4+ test. If successful, you have intimidated his gang. You can leave. Those man will think twice before crossing you. If failed, run for your lives, all Heroes take D6 Hits without defense.
- If the tall man survives, all Heroes run away and take D6 hits without defense, in the attempt.

Try to convince the tall man to allow you to leave:

Choose one Hero to perform a Cunning test 5+
If successful, that Hero wins 50XP and the tall man then asks you to be on your knees and beg. If you accept, he allows you to leave, all Heroes take D6 Sanity damage. if failed, go to "Give them all your weapons and money" section.

Just try to run:

All Heroes roll 2D6 hits without Defense

868 - Interesting Shortcut

Writer: Perry Grosshans

The Heroes find an old service mine tunnel at the base of a canyon. According to their information, this tunnel should take them straight through to the other side and closer to their destination. Problem is, the tunnel is old and might not be safe

If the Hero Posse don't take the tunnel, ignore the rest of this Travel Hazard. If the Hero Posse decide to take the tunnel, roll D6:

D6	Result:
1 – 3:	The tunnel is secure and takes them straight through with no problems. Reduce the number of remaining Travel Hazards by D3.
4 – 5:	The tunnel is dangerous and begins to cave-in! Roll another D6:

D6	Result:
1:	The Hero Posse are buried under falling rocks. Each Hero takes D6 Hits (can be saved for normally) and the Posse must now backtrack after digging themselves out. Add D3 Travel Hazards.
2-4:	The Hero Posse manage to escape the worst of the tunnel's collapse, but now must backtrack, saving them no time. Add 1 additional Travel Hazard.
5:	The Hero Posse manage to make it through to the other side before the tunnel collapses! Reduce the number of remaining Travel Hazards by D3.
6:	The tunnel is infested! Place the three straight Mine tiles down and draw a random Low Threat. Place the Hero Posse at one end, the Threat at the other end. If the Heroes defeat the encounter, they receive XP and Loot normally, and emerge from the tunnel; reduce the number of remaining Travel Hazards by D3. If the Heroes are defeated, they must retreat and lick their wounds. Every Hero is reset to full Health/ Sanity and 1 Grit. Add D3 Travel Hazards.

871 - Dark Visions

Writer: Nuno de Sá

Dark Visions hunt you in your sleep. Horrible things yet to happen to you, to your friends and to Brimstone.

The Hero that rolled this Hazard may cancel any Darkness card, after it was revealed. Can only cancel one but at any time during any future adventures.

872 - Alien Vegetation

Writer: Darrell Jones

The path the posse was following dead ends into a field with strange flora growing. There's an odd smell in the air that seems to emanate from the field.

The Hero that rolled this Travel Hazard must decide if they are going to trek through the strange vegetation or try to find a route around.

If they decide to find another route, every Hero must roll for a Travel Hazard. Any resulting Travel Hazard is added after any remaining Travel Hazards left to encounter.

If they decide to trek through the vegetation, the Heroes set off toward the direction of town. After an hour, the vegetation has gotten thicker and is now shoulder high.

Roll a D6:

D6	Result:
1:	The vegetation attacks! Strange tentacle-like vines appear from every side and strike half the random Heroes (rounding up). Those Heroes take D6 hits.
2:	The vines start wrapping around the Heroes arms and legs trying to tear them apart. Each Hero tests Strength
4:	If passed, they easily pull away from the vines. If failed, suffer D3 hits.
3:	A random Hero steps on a pod and releases a cloud of purple dust. That Hero inhales that dust and starts to have seizures. Suffer D3 hits and D3 sanity hits.
4:	The Heroes have been walking for hours. After what seems like an eternity, they emerge from the field and quickly realize they are back where they started from. Start this test over as the Heroes cannot decide to ignore the field now.
5:	The Heroes quickly find their way and move through the vegetation with no problem. Tired and exhausted, they have completed this Travel Hazard.
6:	A random Hero finds some fruit they identify to be quite safe. He distributes to the remaining Heroes. Any Hero that is not a full health can heal D3 wounds. Each Hero that heals gains 5XP for each wound healed.

873 - The Cactus

Writer: Darrell Jones

The travels to town are taking its toll on the Heroes. Low on food, they come across a cactus bearing fruit.
As they approach, the posse notices an odd purple glow about the cactus. You've just discovered a cactus mutated with Dark stone!

A random Hero is selected to pick the fruit
As he reaches up, the cactus moves its arms and grabs the Hero. The Hero struggles and wrestles free. Perform a Strength 6+ test.

If fail, suffer D6 hits

874 - Trip Wire

Writer: Nuno de Sá

You stumble upon a trip wire, activating a nearby trap laid by Native Indians

All Heroes perform an Agility 5+ to avoid the trap. If failed, take D3 Wounds

875 - A Good Night Sleep

Writer: Nuno de Sá

For the first time since you left Town, you had a good night sleep. Critters did not bother the Posse and the weather was perfect.

Today your senses are sharp. If you still have Travel Hazards left to roll, you can ignore one after you roll it. Decide before any dices are rolled as a result of that Hazard.

876 - Dead Courier

Writer: Nuno de Sá

The Posse finds a dead body of a courier at the side of the trail. It seems he died of sudden death.

You search his body. Roll a D6:

D6	Result:
1:	You don't find anything useful
2:	You find a Fine Cigar. A random Hero keeps it
3:	You find some money. Each Hero receives $50
4:	You find some money. Each Hero receives $100
5:	You find a letter to the nearby Town's Hotel Owner. Next stay in Town, you don't pay to stay in the Hotel
6:	You find a special Gear. Draw Gear cards until you draw one with a price superior to $600. A random Hero keeps it (or the Posse decides)

877 - Misfortune

Writer: Nuno de Sá

Today is one of those days that would be best not to travel. Your luck is running out.

Choose a random Hero

Lose 1 to Luck until the end of next Town Stay (minimum value is 1)
Also roll a D3

D3	Result:
1:	Your side bad haves a Hole of the size of a whisky bottle. You didn't realize before. Roll a D3, loose that many side bag tokens. Also, your Side Bag token capacity is reduced to 2 until you reach next Town, when you will pay $100 to repair it. (The hole can be repaired at any time during a Town Stay but the Side Bag capacity is 2 until it is repaired)
2:	Loose D6*$50
3:	Perform a Luck +5 Test to attempt to counter your misfortune. If successful, Bad Luck cannot harm you. Win 50XP and add a point of Luck for each 6 rolled until the end of Next Town Stay If failed, this is really your unlucky day. Apply both 1 and 2 results from the previous D3

878 - The Writer

Writer: Nuno de Sá

You found a man that claims to be a famous writer from England. He is looking for Brimstone stories and will reward anyone who can tell him about what is going on in the mines, the truth about the gates and so on.

The number of stories each Hero can tell is linked with their level. Each hero gains $25 x Hero Level for the information they give to the writer.

If a Drifter is in the posse, he gains extra $50 due to his rich personal life experiences

881 - Travelling Preacher

Writer: Perry Grosshans

The Hero Posse comes across a preacher, pontificating to a group of travelers on the side of the road. As the Heroes watch, a young man steps forward and holds up his right arm which ends in a tentacle! The preacher tsk-tsks, and asks the man if he believes? The young man shouts "Yes!" and the preacher grabs the man's tentacle-arm and screams at the heavens "So Sayeth the LORD!" You blink and suddenly the young man's arm is normal again. The people all shout "Praise the Lord!" and start singing. The preacher spies the Hero Posse. "Do you believe?" he asks them.

Any Hero with a mutation can approach the preacher and roll D6 (adding +1 for every $100 donated before the roll), and consult the Doc's Office chart from the Town Card. A failed roll means the Hero didn't believe and the preacher won't make another attempt. On a success, the Hero believes and may ask the preacher to remove another mutation.

882 - Fields of Glory

Writer: Nuno de Sá

Hundreds of dead bodies fill the area. It seems that the Cavalry was attacked by some dangerous Native Indians tribe.

Each Hero may perform a Scavenge test as if in the mines to search the dead bodies. They roll one extra dice (four total).

Also, when you reach next Town, the Daily Event of the first day is "Wounded Soldiers"

883 - The Riot

Writer: Nuno de Sá

You find many people fleeing from the nearest Town. It seems there is some sort of problem that lead to a Riot.

When you get to the next Town, the Daily Event you pick in the first day is the "Mob Riot".

884 - Possessed

Writer: Nuno de Sá

A lonely wanderer seems to be possessed by some Demonic Evil. He ignores the Posse as he is trying to finish performing a ritual.

All Heroes perform a Spirit 5+ test

If failed, take D6 Horror hits as the Demonic presence is too strong. If Succeed, gain 30XP

You can then either kill the wanderer, gain 30XP and take D3 Corruption without willpower save or continue your journey and ignore him.

885 - Ornery Prairie Dogs

Writer: Perry Grosshans

A number of small holes dot the land on either side of the road. Your guess that this is a burrow for prairie dogs is a good one, as a number of their small furry heads pop up to glare at you as you pass by. But then instead of darting away from your horses, a whole mess of the darn critters swarm the Hero Posse!

All Heroes roll Agility 5+

If a Hero passes, you manage to dodge the squirming vermin and shake them off. If a Hero fails, you get bitten by multiple little teeth and take D6 Hits.
The Hero Posse then ride away, leaving the angry vermin in their dust. All Heroes gain 20XP.

886 - Just Another Travel Day

Writer: Nuno de Sá

The day has passed without any Event worthy of mention. Was just another travel day!

Nothing eventful happens

887 - Miraculous Apparition

Writer: Nuno de Sá

While struggling to travel throw a rocky area, a shining figure takes form and levitates towards the Posse. "You are all children of the light. You are the warriors of Faith who fight the creatures that do not belong in this word. This is my gift to you:"

All Heroes heal a random Madness
All Heroes heal a random Injury
All Heroes heal a random Mutation

Heroes with the Keyword "Holy" recover one Grit

888 - Gabriel's Horns

Writer: Graeme Henson (Hexcrawl)

The Posse travels through a wet mist of low cloud formations feeling miserable. They are drawn out of their black thoughts when the mountain peaks begin to sing a sort of song. It's almost as if the mountain tops are resonating with some sort of cosmic harmony.

Each Hero is Healed to Full Health & Sanity.

Credits!

Book Design - Nuno de Sá (Based on Shadows of Brimstone Design)

Writers - Darrell Jones, Perry Grosshans, Cliff Odell, Oscar Andrés Schwerdt, Rob Keetlaer, Nuno de Sá

Concept Idea - Nuno de Sá

Text Editing Contribution - Darrell Jones, Jonathon Mark Johnson, Brian Jurney, Perry Grosshans, Rob Keetlaer, Leszek Sokles Sokolowski

Testing by
Leszek Sokles Sokolowski

Other supporters:
Armondo Garcia, Seth Thomas, Mark Jared Baum, Tom Sipsey, Kurasowa Han, El Küppi, Robert Sutton, Michael Wyant, Piwowarski Marcin, Sean Hunt, Wesley Quak, Dennis Nielsen, Mark Jenkins, Kurt Hoelscher, Beau Norton, Piwowarski Marcin

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misterbangzz@gmail.com